Realm of Chaos

The Lost and The Damned

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Realm of Chaos

THE LOST AND THE DAMNED

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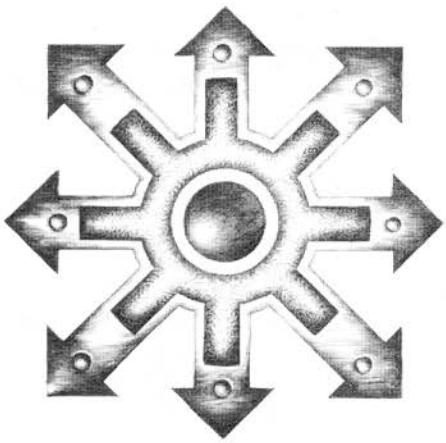
REALM OF CHAOS
THE LOST AND THE DAMNED

BY RICK PRIESTLEY AND BRYAN ANSELL



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CONTENTS

INTRODUCTION 6

NURGLE 10
THE MAGIC OF NURGLE 22

TZEENTCH 28
THE MAGIC OF TZEENTCH 40

CHAMPIONS OF CHAOS 44
CHAOS REWARDS TABLE 50
GIFTS OF NURGLE 52
GIFTS OF TZEENTCH 54
NARRATIVE CAMPAIGNS 56
- The Narrative Generator 60
- Detailed Narratives Table 62
- Narrative Outlines Table 66
- Narrative Locations Table 69
- Narrative Motives Table 71
- Narrative Sub-plots Table 72
- Casualty Recovery 73

CHAOS MONOLITHS 76
THE DARK TONGUE 80
- Chaos Runes 82
- Phonetic Runes 84

THE LESSER POWERS OF CHAOS 85
- Daemonic Attribute Table 90
- The Pantheon of Kweethul 101

'EAVY METAL 104

CHAOS WARBANDS 121
BEASTMEN 127
CENTAURS 142
MINOTAURS 146
DRAGON OGRES 154
UNDEAD CHAMPIONS 158

THE EYE OF TERROR 161
CHAOS CULTS 167
THE EMPEROR 173
THE STAR CHILD 184

THE ARMIES OF CHAOS 192

THE CHAOS ARMY OF NURGLE 197
- Rank and File 199
- Champions 209
- Creatures 214
- Banners 213

THE CHAOS ARMY OF TZEENTCH 216
- Banners 220
- Rank and File 222
- Champions 229
- Creatures 234

DAEMON LEGIONS OF CHAOS 236
DAEMON LEGIONS OF NURGLE 243
DAEMON LEGIONS OF TZEENTCH 247

CHAOS RENEGADES 251
CHAOS RENEGADES OF NURGLE 256
CHAOS RENEGADES OF TZEENTCH 267

SUMMARY 279
- Starting Profiles Table 280
- Victory Points Table 281
- The Marks of the Chaos Powers 281
- Attributes Summary Table 282
- Gifts of the Chaos Powers 284
- Rewards of Chaos 285
- Magic Items of the Chaos Powers 286
- Followers Rewards 286
- Random Magic Item Table 287
- Beastmen Followers Table 288
- Minotaur Followers Table 289
- Retinue Table 290
- Casualty Recovery 292
- Sensei Tables 293
- Universal Creatures Table 294
- Equipment Tables 296

THE SIEGE OF PRAAG

'More water! More water!' The cry came up from every quarter of the burning city. But there was no more water, the wells had run dry, the baths and fountains were buried as buildings collapsed in great heaps of ash and flame. Sparks and flames ran from roof to gable, and a pall of smoke obscured the stars.

Those too young, too old, or too badly wounded to take their place defending the walls, desperately turned to their neighbour for some sign of hope. But all hope had gone with the last of the water. A strong wind carried the flames across the ramparts, fanning the fires and turning Praag into a furnace. Riding that same wind came the mocking cries of the besieging Chaos army; the bestial laughter of Beastmen, the shrill giggling of Daemons, and the coarse bellow of some unimaginable monstrosity, unrestrained and heinous in its hour of triumph.

From the tall lookout tower on the North Wall Ivan Talikof, Captain of the North Gate, watched his city burn.

'The Silversmiths Street is almost gone now,' he said, not lifting his grey eyes from the blaze below.

'I'm sorry, Ivan,' said Vladimir, who shared the night watch. He placed his heavy gloved hand reassuringly on Ivan's shoulder. They had been friends before the war, when Ivan was the silversmith's youngest son and Vladimir one of four apprentices. The War Against Chaos had changed everything. Ivan's brothers were dead now. Ivan's father had been crippled three years ago whilst fighting in the hills. He had no apprentices these days.

'What's the use Vladimir,' Ivan said weakly. He stared over the burning city, his face expressionless and empty. 'They have beaten us and they know it.' He watched helplessly as the line of flames leapt to the Chandlers Street and danced down Paupers Lane.

'Courage my friend,' Vladimir exorted gently. 'Only this morning a rider from the Empire broke their lines. The word is there's an army on its way to relieve us. They'll be here tomorrow or the day after.'

'Tomorrow,' whispered Ivan. 'I've heard the rumours too. It's on everyone's lips. They say that Magnus the Pious himself is leading an Imperial army to save us from Chaos. It gives the people something to believe in. I can't *believe* anymore, Vladimir. It's all gone. Every drop of belief has been squeezed out of me.'

Vladimir said nothing. He had seen hope die inside men before. He knew that this was another sort of death, that a man can no more live without hope than he can live without a heart. He thought of people he had known when the war started, Ivan's brothers amongst them, all gone now. He thought of Ivan's father crippled and bitter, and his sister Caesia lying screaming in the madhouse. Chaos destroyed them before it finally killed them.

Suddenly, a fireball exploded above the lookout tower and tiny drops of magical flame spattered onto the slate roof. Vladimir ducked down as the hot burning speckles cascaded down the sides of the slim tower. When he arose he saw that Ivan had not moved, and that a drop of fire had struck him on the cheek and left a long dark gash. Another fireball burst to their left and then, with a mighty thundercrack and sulphurous flash, the great North Gate of Praag exploded into tiny fragments.

'The gate!' cried Vladimir, as he seized the alarm bell and began to toll it with all his strength. Reinforcements hurried from their stations along the wall. The fireballs were falling thickly on the ground behind the ramparts. Already Vladimir could see casualties below. One man ran hither and thither like a living creature of fire while others chased after him, beating at the flames with their cloaks. A mighty cry came up from the enemy ranks as the forces of Chaos surged forward into the gateway. Vladimir gave up the bell and started as fast as he could for the ladder.

'They are coming,' he said. But Ivan was no longer there.

* * * * *

Where the North Gate of Praag had stood there was now only a ragged hole wreathed in smoke and swirling darkness. Part of the rampart had fallen into the gateway partially blocking it and crushing several defenders, their mangled arms and legs protruded from the rubble. Numbed by the blast and shocked by the sudden death of their comrades, the survivors moved like automatons, piling loose stones and timbers on top of the fallen masonry to close the gateway as best they could. But it was too late.

From the shadows a single Beastmen leapt. It was faster than its fellows thanks to mutated and powerfully muscled legs, enabling it to spring over the rough barrier of fallen masonry whilst those behind struggled to cross. It lifted its huge goat head and let out a defiant bellow. In its powerful claw-like hands it held a heavy scimitar which it swung in a glittering arc, felling two soldiers before they had a chance to move. It's second bellow was cut short and the Beastman suddenly folded in two. The deformed body slumped to the ground, a black-fletched arrow sticking in its thick neck. Heartened, the defenders swiftly formed a shield wall and levelled their spears to meet the inevitable onslaught.

The rest of the Beastmen came all at once, scrambling over the rubble and dust, picking their way clumsily across the debris. For once the might of Chaos worked in the defenders' favour, for the destruction of the gate had brought down sufficient wreckage to seriously hamper the creatures' attack. Reduced to a snail's pace by this barrier, their impetus was slowed and the full force of their attack blunted. Those of the defenders who carried bows hurried to take up positions either side of the breach, and began to pick off the Beastmen as they poured over the mound. Soon the corpses were piled several deep, and those few attackers lucky enough to escape the arrows were quickly slain by the spearmen.

A black-fletched arrow found its mark and a Beastman toppled down the heap of dead. It was an especially large, bull-headed brute, with a third horn which stuck straight out from its forehead. Each spearman braced himself for

the next onslaught. Every bowmen drew a fresh arrow arrow and sought a target. But no horned heads bobbed above the pile of corpses. For a moment all fell quiet, and the defenders loosened the grip they had on their weapons. Then it came: a gathering darkness like thick oily smoke. It oozed through the gate and settled about their feet. Dark tendrils of the stuff thrashed this way and that, and where they touched against a solid surface they appeared to adhere to it.

As if grasped by some titanic forces, the mound of debris and corpses was slowly pushed aside. Tiny streaks of magical energy twisted across the gateway. The defenders drew their weapons again, but there was not a man amongst them who did so without a stricken heart.

Very slowly, as if heedless of danger, a dark horseman rode through the gateway and halted. The air was still thick with dark magic, and this darkness seemed to congeal around the rider as if he were absorbing it, pulling it back into himself if such a thing were possible. His armour was of black burnished iron and in his right hand he carried a mighty war sword, barbed and bright. It seemed to quiver with a malevolent life of its own.

The rider craned his head slowly back and forth until his gaze fell upon the defenders. They could see that his eyes were red and glowed like coals inside the black helmet which bore the unspeakable rune marking its wearer as a Champion of Tzeentch. The Champion of Chaos began to laugh in a slow and measured fashion.

The sword flew from the Champion's grasp and the heads of four of the soldiers were severed in an instant. Their bodies dropped to the ground spurting crimson blood. The dark horseman laughed louder, and the sword flew again, running through one man and impaling another stood behind him.

Some men tried to parry the sword with their own weapons, or attempted to fend it off with their shields, but their arms were as the soft limbs of infants compared to the unearthly strength of that Chaos blade. One bowman shot an arrow against the rider, only to watch his shaft turned effortlessly aside by the black armour. The hapless archer dropped his bow and ran, but he was too late to escape the black blade which cut him in two. The rest of the defenders fled.

The sword glided gently back into the dark horseman's grasp. Its strange sheen seemed to vanish and its inner-life appeared to dim. The Champion sheathed the Chaos Sword, raised his head and looked slowly about him. There, stood alone, barring his path into Praag was one man, a tall, pale man in the uniform of Captain of the Gate. One cheek was gashed and dripped with blood. The horseman gazed at him for a moment before he spoke.

'Are you not afraid, Captain?' he said. His voice was light and soft, innocent and strangely compelling. It was an altogether unexpected voice coming as it did from the massive black-armoured Champion of Tzeentch.

'Not any more,' replied Ivan. He was surprised to hear how coarse and vulgar his own voice sounded compared to that of the dark horseman.

'Are you not afraid of death?' asked the Champion, now with a note of genuine curiosity.

'Death,' said Ivan. 'Me afraid! I wear the pall of death for a winter cloak to warm me. The world too is under its shadow and becomes quite hot.' Ivan gestured wildly as if to encompass the burning city. He raised his sword and it seemed a great weight in his hand.

'Then you are mad!' exclaimed the Champion, and he seemed pleased to have solved the puzzle.

'Mad,' said Ivan in the same dispassioned voice. 'Not unless it is madness to prefer death to abomination.' He lunged forward and made to strike the Chaos Champion, but the dark horseman's horse reared away so that Ivan's blade cut empty air. Flames snorted from the horse's nostrils and its eyes too appeared to glow with hidden fury. The Chaos Champion laughed.

'Fight!' screamed Ivan, 'Fight you coward!' He swung his sword again and again, but as each blow fell the dark horsemen skilfully avoided it, pulling his great black charger out of the blade's path. The Chaos Champion laughed again. Ivan sank to his knees quaking with fury. The rider drew a long pale knife, ignoring the Chaos Sword that had already killed so many and which, if truth be known, was now too sated with blood to be tempted from its scabbard. As he did so another voice rang out, the harsh but refreshingly human voice of Vladimir.

'Run Ivan... Run,' cried Vladimir as he stepped from the shadows, swinging his steel sword in a gleaming arc. He threw himself upon the horseman. This time the dark warrior did not step back, for he had been so intent upon Ivan that he had not seen Vladimir creeping up in the darkness.

Vladimir's blade bounced from the burnished iron armour with a piercing screech, as if he had struck a living thing rather than inanimate metal. The black horse span round as its rider called it tightly to rein, kicking out with its great iron shod hooves and striking Vladimir upon the temple. The watchman's sword slid from his grasp, and he fell senseless to the ground.

Ivan had been no less surprised by the attack than the Chaos Champion. Now he gripped his sword and leapt to his feet, calling his friend's name as he did so.

'Vladimir...!' he screamed. The tears were running down his cheeks. Vladimir lay still and dark blood was seeping from his head. Ivan bounded between his friend's body and the Chaos Champion. The rider still had his long knife in his hand, and now he pointed its blade directly at Ivan. Ivan raised his own sword and prepared to fight.

'Curse you Chaos Fiend!' he shouted. The Champion spurred his horse. Then he checked it suddenly and pulled the unearthly creature back.

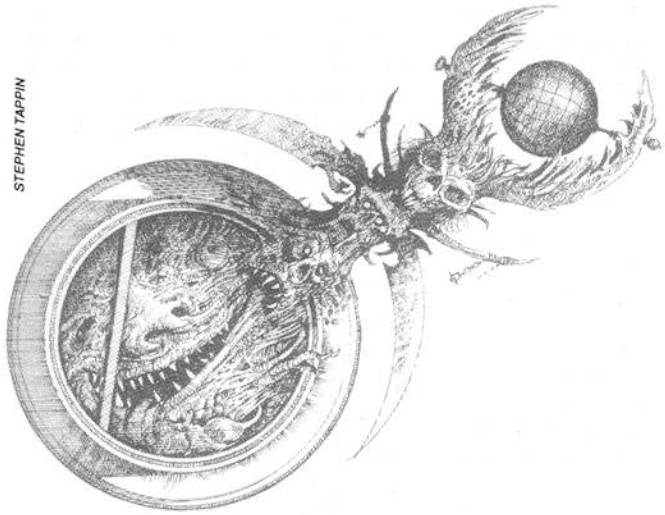
'Farewell Captain,' he said and threw the knife with unerring accuracy. With a heavy thump, the blade embedded itself in a broken piece of gate timber. The Champion of Chaos laughed softly and turned his horse back through the gate.

'Perhaps we shall meet again,' he cried, as he disappeared into the swirling darkness.

RICK PRIESTLEY

NTRODUCTION TO THE REALM OF CHAOS

The *Lost and the Damned* and its companion volume *Slaves to Darkness* describe the fantastic and otherworldly Realm of Chaos. This book is concerned with the two great Chaos Powers Tzeentch and Nurgle, their Daemons, and their mortal Champions. The other two major Chaos Powers, Khorne and Slaanesh, have already been described in *Slaves to Darkness*, volume one of *Realm of Chaos*.



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Warhammer Fantasy Battle players can use this book to create their own Champions of Chaos - mortal heroes whose mighty deeds have won them the deserving patronage of the Chaos Powers. As a Champion of Chaos, your hero will earn special rewards from his Patron, including super-human abilities, magical gifts, and daemonic followers. In return for his Patron's favour, your Champion must undertake to fight rival Champions and further the divine aims of his Chaos Power in the mortal world.

Warhammer Fantasy Battle players can also use this book to create Daemonic Armies of the Chaos Powers Nurgle and Tzeentch. Daemonic Armies are so tremendously powerful and highly magical that they are only suitable for fighting each other. This they do more or less continuously as their masters pitch them against each other to test their relative strengths. Champions of Chaos who have grown sufficiently powerful may be summoned to the daemonic battlefield to fight on behalf of their patron.

Warhammer 40,000 players can also create their own Champions to fight each other or any of the other forces of the Imperium. Players can also use this book to design armies of Chaos Renegades and Traitor Marines which confront the Imperium for control of the galaxy.

Warhammer Fantasy Roleplay players can use this book either to create an unusual character type in the Chaos Champion, or to generate endless adversaries for more conventional characters. The narrative generators can also be used as the basis for adventures against or on behalf of the Chaos Powers, and also provide many ideas which you can develop into game plots yourself.

THE REALM OF CHAOS

The Chaos Powers are immortal creatures with unimaginable abilities and resources. There are many Lesser Powers but only four Great ones: Khorne, Slaanesh, Nurgle and Tzeentch. In order to understand the true natures of these beings, it is beneficial to understand a little of what they are and how they draw their power.

The material world is not the only plane of existence. There is an immaterial world which co-exists with our own and forms a parallel dimension or alternative reality. This is the **Realm of Chaos**. In the Realm of Chaos there are no planets or stars, no lands, sky or features that we would recognise. Instead it consists of an endless soup, or sea, which is not formed of physical matter but pure energy. This energy is important, for it is the raw matter of the Chaos Powers and of all magic.

The relationship between the Realm of Chaos and the material world is very important, for neither can exist without the other. Every flesh-and-blood creature has a simultaneous existence in both dimensions. The physical aspect lives in the material universe, but its existence creates a shadow-self in Chaos. It is from this shadow-self formed from pure energy that humans draw their mental powers such as resolve, vigour and determination. Wizards and Psykers draw their magical energy directly from this shadow-self. Some people call this shadow-self the soul.

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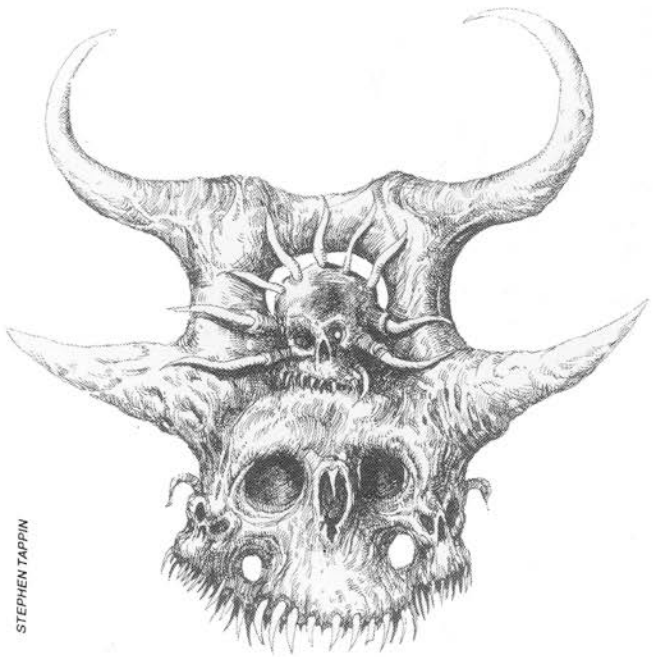

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THE CHAOS POWERS

The Realm of Chaos is like an endless sea, and like a sea it is neither empty nor still. It is populated by the shadow-selves of both the living and the dead for the death of the material body does not destroy the shadow-self. Severed from its psychic link to the material body, the shadow-self drifts in the Realm of Chaos. As it does so, some of its energies are dispersed into the general flow, but the strongest and most distinctive mental traits remain. The countless shadow-selves of the dead flow together because they are mutually attracted by their common traits. Thus the shadow-selves of deceased warriors retain their most warlike traits, and flow together into a huge co-joined entity. This movement causes eddies and tides within the warp, and leads to the creations of vortices or whirlpools formed almost entirely of common traits. In the Realm of Chaos these whirlpools are called the **Chaos Powers**.

A Chaos Power thus represents a particular and generally extreme aspect of the traits shown by the living. The traits which characterise the Chaos Powers are insanity, violence, ambition, greed, and others of a kind which are often felt to typify the worst of human nature. But this is not wholly the case, and Chaos Powers also exist which typify fellowship, charity, law and other redeeming characteristics. Indeed, no Chaos Power is wholly one sided, for no human or other creature is wholly good or evil, and likewise neither are their shadow-selves. For example, along with violence and bloodshed Khorne has inherited the warrior's sense of honour and martial virtue. Nurgle may typify decay and disease, but he also embodies the human hope and energy that defies the inevitable.

The four Great Powers of Chaos represent the four largest and most powerful of these many co-joined entities. They are so large that they have achieved a coherent consciousness and will, a mind formed from the collective emotions and beliefs of the countless myriads of shadow-selves that comprise it.

Other Chaos Powers sometimes achieve temporary consciousness, but their existence is less stable because they are smaller; they may be likened to slumbering gods whose dreams sometimes achieve a passing solidity and who will perhaps one day awake to full awareness. These Lesser Powers are discussed later in this book.

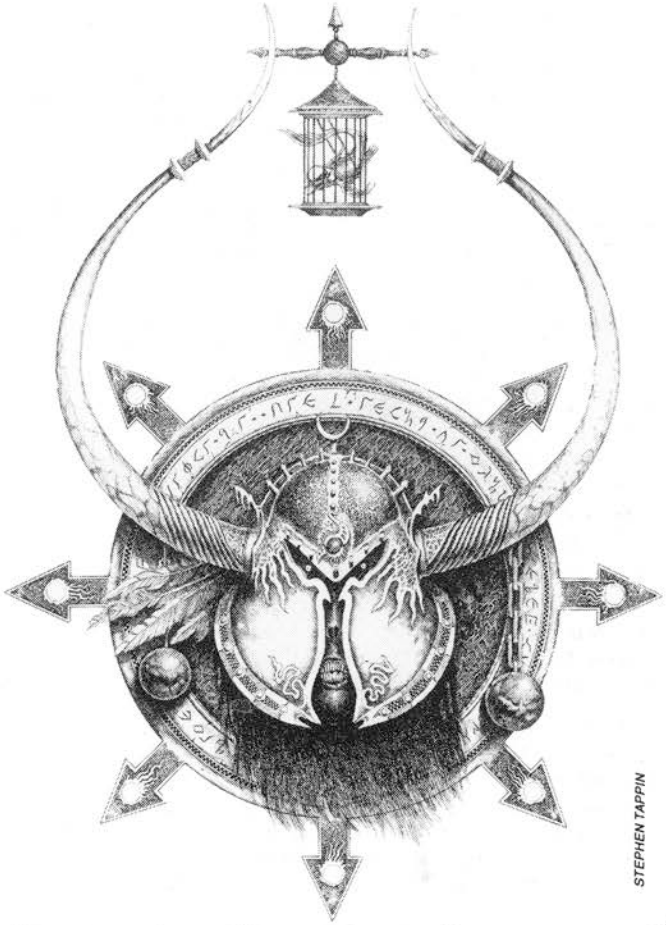
THE MANIFESTATION OF THE CHAOS POWERS

A Power of Chaos as described above consists of a vast vortex of energy without material form. However, these entities are so powerful that they can create sub-realities within the fabric of Chaos itself. Thus, at the very centre of the vortex that is Khorne, there exists his personal realm: a vast plain of skulls formed into pyramid where Khorne sits upon his throne. This image of Khorne is his manifestation and the focus of his being. Of course, a Chaos Power is so powerful that he can dissolve his personal realm and form at a whim, creating other places and forms to inhabit as he pleases.

CHAOS POWERS AND DAEMONS

Daemons are created by a Chaos Power in much the same way as his personal realm and his own manifestation. The daemon embodies specific aspects of the Power's own traits and abilities. Daemons are really part of a Chaos Power, but they have their own consciousness and powers, and to all intents and purposes are independent and fully conscious creatures. They depend upon the Chaos Power for their existence leading to competition between rival daemons for their master's favours.

Each of the four Great Powers has his own hierarchy of daemons. There are also daemons which owe nothing to these Chaos Powers, and whose existence reflects the waking dreams of a still immature Power. Such daemons are inclined to be variable in appearance and not always consistent. Other daemons owe nothing to any power. Their consciousness is due to some other factor, such as the persistence of a particularly strong-willed and idiosyncratic shadow-self. Such matters lie outside the scope of this book.



STEPHEN TAPPIN

ADRIAN SMITH

POWERS AND CHAMPIONS

The total energy of a Chaos Power is reflected by the number of shadow-selves which make up its presence in the Realm of Chaos. Thus, the greater the number of his mortal followers and worshippers the more powerful he is. As the energies of the Chaos Powers are used up to create daemons and conduct their affairs, they need to be constantly replenished. It is therefore in the Power's interests to promote the character traits he embodies among mortal men. Thus, all warriors, no matter what their conscious feelings, are contributing at least a little of themselves to the body of Khorne. This contribution is all the greater if the warrior is a devotee of Khorne, and especially if he is a Champion of Khorne.

The same is true of Nurgle and Tzeentch. All those who suffer and struggle to overcome suffering contribute a little to the body of Nurgle, all those who strive for change contribute to the body of Tzeentch. It is because these traits are so common in human nature that the Great Powers are as powerful as they are.

Only a person who consciously dedicates himself to a Chaos Power can become a Chaos Champion. The Power recognises in the individual a useful servant and ally. The individual recognises in his Power a means by which he can gain mortal success, perhaps to overcome some terrible personal enemy or adversity. A Champion's motives can be many and varied: revenge for past injustices, aid for the poor, liberation for the oppressed, protection for his loved ones, personal ambition, conquest, and so on. Any great need or want may drive a person into the arms of the Chaos Powers. A factor which drives many into that embrace is fear of their own mortality, for a Chaos Power has the ability to grant a person immortality as a daemon, although only a few Champions are good enough for this.

The Champion of Chaos strikes a bargain - he surrenders his shadow-self to the Power, so that it merges and becomes part of his Patron. In return the Chaos Power rewards the Champion as he sees fit - sometimes blessing him with his favour, at other times ignoring or playing with him. The Chaos Powers are often fickle and to win their favour a Champion must be successful as well as courageous.

THE GREAT WAR AGAINST CHAOS

Players of *Warhammer Fantasy Battle* and *Warhammer Fantasy Roleplay* will know that Chaos is everywhere in the Warhammer World. The human nations of the Empire, Bretonnia, and Kislev fear the influence of Chaos and try to eradicate those who worship the Chaos Powers. Their fear is justified, for the very potency of the Chaos Powers in the Warhammer World threatens the stability of human society. This potency is due solely to the unusual presence of warp gates on their planet. These warp gates are holes between the material universe and the Realm of Chaos. They threaten to suck the whole planet into the Realm of Chaos itself, destroying the world and reducing its matter to raw energy.

Two hundred years ago the warp gates swelled and Chaos energy flooded over the land from the north. During this time the Chaos Powers were able to send their daemonic forces into the material world sustained upon this tide of Chaos energy. Beastmen, mutants, and other lesser minions of Chaos streamed southwards against the human nations supported by many Creatures of Chaos. At this time many Chaos Champions took up arms alongside the daemonic forces of their Patron Powers, but others flocked to help the human defenders against the Chaos Hordes. Such is the nature of the Chaos Powers that such wilful independence by Champions often amuses rather than angers them, and may even lead to a Power rewarding his Champion for providing such good entertainment. In this way, Chaos Champions and their Warbands fought on both sides in the Great War against Chaos, both for and against the human nations. Although the presence of Chaos Champions in their ranks may have caused the human defenders some trepidation and even mistrust, their aid was still welcomed at a time when survival hung momentarily in the balance.

The Great War against Chaos lasted for many years and spawned countless tales of heroism on both sides. At first the human armies of Tsar Alexis of Kislev were defeated and the warp gates swallowed many parts of the north destroying them utterly. The great city of Praag was overrun and it looked as if the Realm of Chaos would sweep over the whole world and destroy it. However, a young nobleman of the Empire called Magnus the Pious rallied the forces of the then politically disunited Empire to the aid of Tsar Alexis, and at the very gates of Kislev they succeeded in pushing back the advancing armies of Chaos. Once halted, the Chaos Armies lost vigour, and soon the warp gates began to shrink back to their former extent.

Although repelled, the forces of Chaos could hardly be described as defeated - rather they have retreated and await only another chance to strike. Meanwhile, the Chaos Powers continue to foster warfare between each other and between the various human nations, regarding these petty squabbles as a further part of their eternal rivalry.

THE HORUS HERESY

Players of *Warhammer 40,000* will be familiar with the long and devastating wars fought at the dawn of the 31st Millennium, when the entire human galaxy erupted into savage battle. Over half of the forces of the Imperium, led by Warmaster Horus, rebelled against the Emperor and almost succeeded in taking over all of human space.

Horus was the Emperor's most trusted general, one of the original founding fathers of the Space Marines known as the Primarchs. The Chaos Powers feared the Emperor because he understood them and sought to change human nature so that they would be starved of power. To thwart the Emperor's plans, the Chaos Powers lured many of his most trusted generals away from him, possessing their minds and using them to instigate a galaxy-spanning rebellion.

The Horus Heresy destroyed many human worlds and the best part of the forces of the Imperium. After devastating most of the galaxy, Horus' forces descended on Earth itself. The loyal forces withstood attack after attack, but were eventually driven into the depths of the Imperial Palace. Only a sudden and unexpected boarding attack against Horus' own spaceship, led by the Emperor in person, succeeded in breaking the Chaos Renegades. Although the Emperor slew Horus, he was almost killed himself, so that he has lived ever since in the life-supporting machinery of the Imperial Throne. The attacking forces of Chaos were driven from Earth and took refuge in the Eye of Terror, a gigantic area of warp-real space overlap where the Realm of Chaos and the material universe are indistinguishable.

Since the Horus Heresy the Imperium has battled against any resurgence of Chaos, even going as far as to suppress psykers and mutants - for they are both touched by the energy of the warp and therefore liable to its influence. The Chaos Renegades still rule over the Eye of Terror, and their raiders periodically take to space to attack Imperial ships and planets.

When the great plague came to the Brienne valley, threatening to make Brionne a City of Corpses instead of a City of Thieves, there was a great surge of religious sentiment and devotion throughout the region. The shrines and temples of Shallya were flooded with converts, and the goddess's priestesses - whose own ranks had been unkindly decimated - were soon driven to the brink of exhaustion by the excessive demands placed upon their magic and their time.

Further upriver, in the town of Coramdram, a score of ugly deaths sharply reminded the people of the duty which they had to pray to the gods who might protect them - a duty which more than a few had by habit neglected.

But there were some among them - as there invariably are, when the god of plague and pestilence sets his footprint upon a region - who quickly abandoned their own gods, choosing instead to address their placatory prayers to the Lord of Corruption. By this means they sought to be independent of the dubious charity of gods who might justly feel that earlier neglectfulness had disqualified their more wayward worshippers from consideration for special blessings.

One of these careful folk was Ophiria, wife of the ruddy-faced harness-maker Remy Brousse, who saw in the advent of the plague a chance of deliverance from a marriage which had come to seem unbearably tedious.

Remy Brousse was not cruel or quarrelsome, nor given to adulterous liaisons. His only crime, if crime it can be reckoned, was to have become very fat and indolent, while his wife had remained slender and energetic - both of which circumstances might not have been unconnected with the fact that they had no children.

Remy Brousse was a popular man in the district, for he was very clever with his hands, and in a region where leather was expensive he was always willing to make harnesses for poorer folk from rope or cord, or anything else which came conveniently to hand. But such virtues as he had were no longer noticed by his bitter spouse, who saw only his ugly massiveness, and longed to be free of him.

Ophiria knew that age would not leave her unmarked for many years longer, and she knew also that if she were to win a husband more to her taste then she would need to inherit her husband's shop, to use as a marriage-portion. And so she prayed devoutly to the god of plague and pestilence, saying to him: 'Please take my husband, who has become useless and burdensome to me, but would make a fine and fleshy morsel for one such as you!'

And the god of plague and pestilence, disposed for once to show generosity, did as he was asked.

While she watched the corpulent body of her husband fade gradually away, as though the flesh were melting from his bones, Ophiria began to feel the stinging pains of guilt - for it is never pleasant to watch at close quarters how disease and decay maltreat a man. She began to imagine, in addition, that her neighbours had somehow overheard her secret prayers, and that they suspected her allegiance to the forbidden god.

In order to disguise her true feelings, Ophiria commenced to make loud protestations against the supposed unkindness of that cruel god who had robbed her of all that she held dear in the world, and when Remy Brousse died she followed his coffin to its resting-place, weeping and wailing most ardently.

The next day and the day after, Ophiria went to her husband's grave, dressed all in black and bare of foot. There she knelt beside the freshly turned earth and forced her tears to come in floods by surreptitiously pinching her tenderest flesh. She cried very loudly, before the priests of Morr and all the witnesses who knelt by other graves and shed tears of their own, lamenting the vile injustice of the world - but within her secret thoughts she gave abundant thanks to the Lord of Decay for answering her prayers.

On the first and second day, this performance proceeded exactly as she had planned, and on the night which followed she wondered whether she might have done enough to allay suspicion - but her anxiety was yet unquiet, and she decided that she must continue the pantomime for one more day.

On the next morning, bright and early, she walked yet again to Remy Brousse's grave, still barefoot and black-clad, and knelt down beside it, mustering her careful tears. The others who had taken up their stations at first light looked up at her passing, but paid her little heed.

No sooner had Ophiria begun for the third time to moisten the earth with her false tears than her husband's grave was disturbed by a horrid churning and wriggling. She recoiled in alarm, but was too late: a monstruous worm had coiled itself around her wrist, holding her tightly down. Then another worm appeared, and another, each one longer by far than any she had ever seen before - and the worms began to crawl upon her body, climbing up her emprisoned arms to her shoulders, neck and face.

The sensation filled her with the purest horror, and she began to scream. She thought she was screaming as loud as she possibly could, until she realised that the worms were forming themselves about her head and shoulders into the shape of a bridle and tackle, and that more were winding themselves about her waist to form a girth, while a huge mass of them rested on her back in the image of a saddle - *and a rider.*

Only then was she privileged to discover how loudly a human being really can scream, with the right encouragement.

By this time, she was not alone in screaming, for the mourners at the other graves had seen what was happening, and Morr's priests were running from the shrine which stood beside the burial ground, to see what was afoot.

Where Ophiria's peculiar rider took her, when it began lambasting her with its whip of worms, no one ever discovered - but she was never seen in Coramdram again.

Her neighbours shook their heads, and speculated that she must have been driven mad by grief, and brought to her extremity to curse the god of plague and pestilence far too loudly for his liking. All of them agreed that it is an error for a widow to grieve too much for what she has lost - and all of them agreed, also, that Remy Brousse would be sorely missed in the town, for there was no one else in the province who could make workable harnesses out of such unpromising materials.

BRIAN STABLEFORD

STEPHEN TAPPIN

URGLE

Nurgle is the Great Lord of Decay and the Master of Plague and Pestilence, his carcase is riddled with disease and infestation. Nurgle is also the Lord of All because all things, no matter how solid and permanent they seem, are liable to physical corruption. Indeed, the very processes of construction and creation foreshadow destruction and decay. The palace of today is tomorrows' ruin, the maiden of the morning is the crone of the night, and the hope of a moment is but the foundation stone of everlasting regret.

What is the response of living men to the undeniable and inevitable futility of life? Is it to lie down and accept death and the coming to naught of their every endeavour? No it is not! Faced with the inevitability of death what answer can there be but to run through life at a great and unstoppable pace, cramming each day with hope, laughter, noise and bustle. Thus, happiness and human endeavour are sired by a coming to terms with decay and futility. This realisation is the key to understanding the Great Lord of Decay and his worshippers.

Once we comprehend what it is that the Chaos Power Nurgle embodies, it becomes easier to understand what might otherwise seem a contradictory or even perverse nature. On the one hand he is the Lord of Decay, whose body is wracked with disease; on the other he is full of unexpected energy and a desire to organise and enlighten.

The living know that they will die, and many know that they will live with disease or other torment, yet they drive this knowledge into a corner of their minds and keep it pinioned there with all manner of dreams and activity. Nurgle is the embodiment of that knowledge and of the unconscious response to it, of the hidden fear of disease and decay, and of the power of life which that fear generates.

Nurgle is the eternal enemy of the Chaos Power Tzeentch, the Lord of Change. Nurgle and Tzeentch draw their energy from opposing beliefs. While the energy of Tzeentch comes from hope and changing fortune, that of Nurgle comes from defiance born of despair and hopelessness. The two Great Powers never lose an opportunity to pit their forces against each other, from mighty battles on the Chaos Wastes, to complex political intrigues among mortal men

TONY HOUGH

THE GREAT UNCLEAN ONES

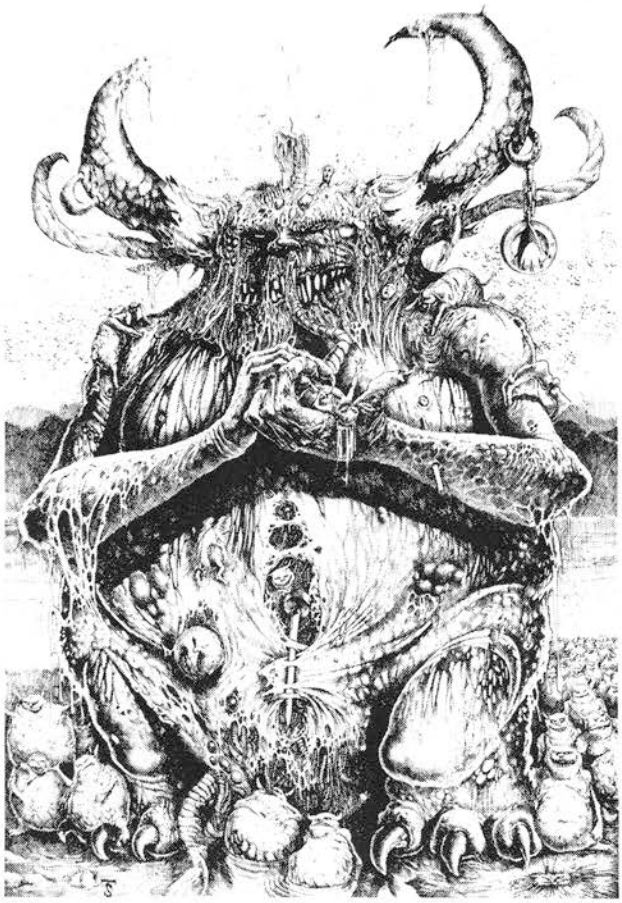
Greater Daemons of Nurgle (Bahk'ghuranhi'aghkami)

Great Unclean Ones	**Fly Masters**
Plague Lords	**Stench Lords**
Nurgle	**Father Nurgle**

The Great Unclean Ones are the Greater Daemons of Nurgle. In the case of other Chaos Powers, Greater Daemons are servants, albeit immensely able and powerful ones. This is not quite true of Nurgle's Greater Daemons, who are each more or less a facsimile of Nurgle himself, both physically, and in terms of their personality. In other words, it may be said that every Great Unclean One is also Nurgle.

A Great Unclean One is sometimes referred to as Nurgle or Father Nurgle by his underlings, although of course he also has his own daemonic name.

A Great Unclean One certainly looks like Nurgle - a gigantic figure bloated with decay, disease and all imaginable kinds of physical corruption. The skin of the daemon is greenish, necrose and leathery, its surface is covered with pockmarks, sores, and other signs of infestation. The inner organs, rank with decay, spill through the ruptured skin and hang like drapes about the girth. From these organs burst tiny creatures called Nurglings which chew and suck upon the nauseous juices within. Such foulness represents the truth of the universe, of decay and the end of all things.



STEPHEN TAPPIN

Yet in character the Greater Daemon is neither deathlike nor morbid. In fact the opposite is true, Great Unclean Ones are motivated by all the trivial human enthusiasms which drive the living. They are ebullient and vociferous, full of a natural enthusiasm to organise and achieve. They are driven by a gregarious and even sentimental nature and hold their followers dear, even referring to them as their 'Children' and taking a noticeable pride in their appearance and endearing behaviour.

This combination of physical corruption and energetic endeavour is the most extraordinary characteristic of Nurgle's daemons. It can be seen most clearly when the Great Unclean One and his daemonic followers appear in the material world.

The horde travels in a great cavalcade of covered wagons, bringing with it all the pestilences and ills that befall the living. The wagons are in no better physical condition than the daemons within. Their shrouds are tattered and rotten, their frames splintered and bent, and their metal-work pitted and rusted. Yet within the plodding caravan of Nurgle all is bustle and activity as the Great Unclean One prepares to launch a festival of decay and destruction upon a human village, a thriving town, or an opposing army. For Nurgle's visitation is like that of a travelling circus or great fair, except that the entertainment it offers is disease, sickness and death.

The space inside the wagon was cavernous out of all proportion to its tiny exterior size. The cacophonies that filled it were indescribable; the squealing, screaming, chattering and bickering of the Nurglings was beyond mere human imagining. A million unruly school children left to their own devices could not even begin to rival the anarchy or intensity of that daemonic din. The grating drones of the Plaguebearers all counting at once produced a sound so bass and penetrating that it made the vital organs of every daemon vibrate and quiver in time with its beat.

Then there were the indescribable noises, the creaks and groans, the little pops of bursting pustules, the sloppering slicky noises of the frantically affectionate Beasts, and other sounds which were impossible to ascribe to any one source in particular. Amidst it all, waving his arms, the Great Unclean One was trying to make himself heard.

"Ahh... Gentlecreatures, Children, pretties... lend your ears to your loving Father, cease thy aimless chatter, banish thy banal burblings..."

It was quite useless, the noise continued apace, the squeals and laughter reaching a new crescendo. The Great Unclean One appeared for a moment to be hurt by his fellow daemons' rudeness.

"SHUT UP," he bellowed.

The noise stopped instantly, not even the beat of little daemonic hearts or drip of tiny daemonic noses could be heard. The brow of every Plaguebearer furrowed in concentration as each tried desperately to remember the last number he thought of. The Great Unclean One quickly regained his composure, for he was used to such things.

"Gentlecreatures our pretties... now is time to sing the songs of fate, for the moment has come for the Dance of Death!"

As the caravan draws near to its destination the excitement of the daemons nears fever pitch. Plaguebearers take stock of pestilence and disease, counting the reserves of sickness, the number of Nurglings, each other, and eventually anything that stands still long enough to be counted. Amidst the deep-throated drone of the Plaguebearers' endless tally, the Nurglings chatter and prance like small children about to embark upon a special treat. They squabble and squirm, snigger and squeal, and their numbers increase and diminish beyond the Plaguebearers' ability to count them. Amid the general hullaballoo and sense of anticipation, the overly affectionate Beasts of Nurgle jump uncontrollably from Plaguebearer to Plaguebearer, like excitable puppies leaving pools of dribble and slime as they pass.

When the Great Unclean One speaks his manner is immediately reminiscent of the great stage manager and leader that he is. He addresses his cast of Plaguebearers, Nurglings and Beasts, building their enthusiasm by recalling the fine aesthetic qualities of famous diseases of the past. He may mention in passing the wine-dark sea of purple-patterned decay, the fine flaky texture and slightly salty tang of eczema. As the multitude clamours for more, he will describe the gem-like shine of a boil as it wells to a head, and the final satisfaction as it bursts exposing a glistening cavity of inflamed flesh.

The Nurglings flocked to their master, squabbling and bickering in their impatience to nestle in the warm comfort of his decaying bosom.

"Ahhh... Nurgle's Children, our pretties, our pets," cried the deep warm voice of the Great Unclean One. "How Nurgle loves his little Children! How Nurgle loves his little pets!"

With a broad and loving smile the great Daemon raised a hand to pluck the Nurgling that had settled into the folds of his chest. The Nurgling squealed and squirmed as the hand enveloped it, caressing it for a moment before popping it whole into the Great Unclean One's mouth.

GREAT UNCLEAN ONE

Special Psychological Traits: None - the Great Unclean One is subject to the standard rules for Greater Daemons.

Magic: A Greater Daemon of Nurgle has a spell pool of 7 randomly determined spells - the first spell generated of any level will be a Spell of Nurgle as described later (see *Magic of Nurgle*).

Magic Items: A Great Unclean One carries D6 randomly generated magic items (see *Summary*).

Special Rules: A Great Unclean One has 10 attacks in total, including 8 claw, 1 bite or gore, and 1 stomp. When the Daemon scores a successful hit with a bite attack, his snake-headed tongue makes an additional attack: if successful the damage caused is resolved with a Strength of 4. **WFRP only** - successful claw and bite attacks cause infected wounds.

Any non-magical weapon which strikes a Great Unclean One will rust away to nothing on the D6 score of a 5 or a 6 leaving the attacker weaponless.

Any living creature engaged in hand-to-hand combat against a Great Unclean One risks catching the dreaded disease Nurgles Rot (see *Nurgles Rot*).

Great Unclean Ones do not need to wear armour. Their corpulent and unfeeling flesh gives them a natural saving throw against damage of 5 or 6 on a D6. **WFRP** - the Great Unclean One has 2 armour points on every hit location.

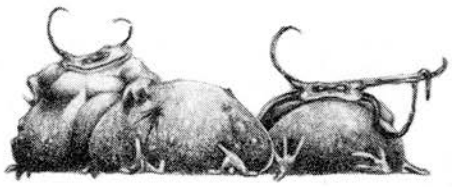
Chaos Attributes: A Great Unclean One may be given up to 7 Chaos Attributes - 7 being the mystic number of Nurgle. The Great Unclean One does not have to have the full 7 attributes - he may have fewer or none if the player prefers. The number of Chaos Attributes must be decided by the player and individual attributes generated randomly.

Profile - Warhammer Fantasy Battle and WH40K

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
6	10	10	7	7	10	10	10	10+3	10+3	10+3	10+3	1100

Profile - Warhammer Fantasy Roleplay

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	90	93	7	7	39	100	10	89	89	89	89	89	01



THE DANCE OF DEATH

As the great plague carts and wagons of the cavalcade of Nurgle approach their target, the unsuspecting village or the sleepy town, the daemons prepare their campaign of destruction. In all respects it is a performance, and like all performances it has its prelude as well as its climax. In this case the prelude is the Dance of Death, enacted the night before the assault, when the daemons of Nurgle dance a great Dance of Death encircling the town or village three times.

As the moon rises into the sky the Dance of Death begins its course, the cast of daemons moves solemnly over the hills and fields. As the procession moves past the outlying houses, dogs and cattle take up the cacophonous noise, adding their barking and lowing to the rising song. As the night progresses and the first circuit is complete, the excitement begins to mount. The songs become raucous and the dancing more and more animated. As the dancers begin the third circuit they abandon themselves to a frenzy of song, laughter, and madness in which they cry out the terrible things that they intend to do on the morrow.

As the dance nears its completion, the noise drifts through the night air into the houses of the living, where those awakened by the song lie too terrified to move from their beds, whilst those still sleeping experience strange and disturbing dreams. Animals panic in their stalls or break out of their fields; butter curdles and milk turns sour. When it seems that the horror can no longer be endured, all falls strangely silent. The third circuit is now complete and the songs of fate are at an end.

The Burgermeister woke from the nightmare, his heart beating like a drum and his grey limbs quivering with unreasoning terror. Cold sweat ran from his body and stained the bed clothes with fear. On the other side of the bed his fat wife slept soundly on, oblivious to his distress.

The words of the dreamsong echoed in his mind, the cries of some daemonic child threatening and taunting him.

"Flies, flies, eat up his eyes! The Burgermeister's lovely eyes!"

He shuddered as he recalled the verse of the childish rhyme ringing even now in his ears. Throwing aside the clammy bedclothes he walked to the window and threw open the shutters.

As he leaned out of the window, inhaling the cool night air, he looked over the fields and woods which surrounded the village. His own house, newly constructed from the best timber and sporting a cast-iron weather vane, was situated on gentle hill, affording fine views of the pastoral countryside.

His gaze swept across the Newfield towards Redfarm Hill. And then his heart almost stopped. There outlined against the hill was the nightmare made real, a carnival of prancing and cavorting daemons vanishing behind the rise as he watched, and there upon the breeze once more the piercing cackle and that maddening song.

"The eyes! The flies! The eyes! The flies! Before the Burgermeister dies!"

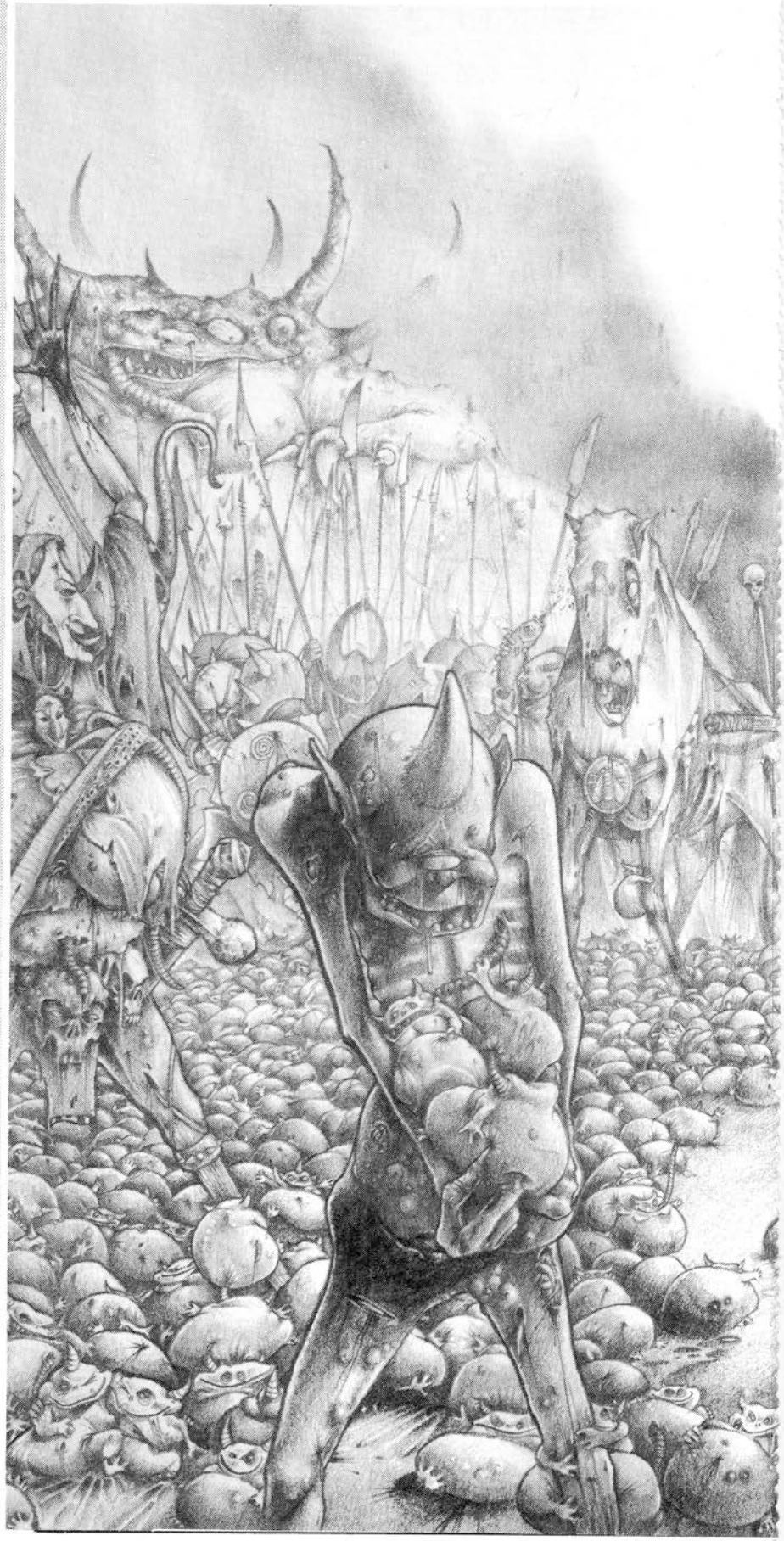
PAUL CAMPBELL

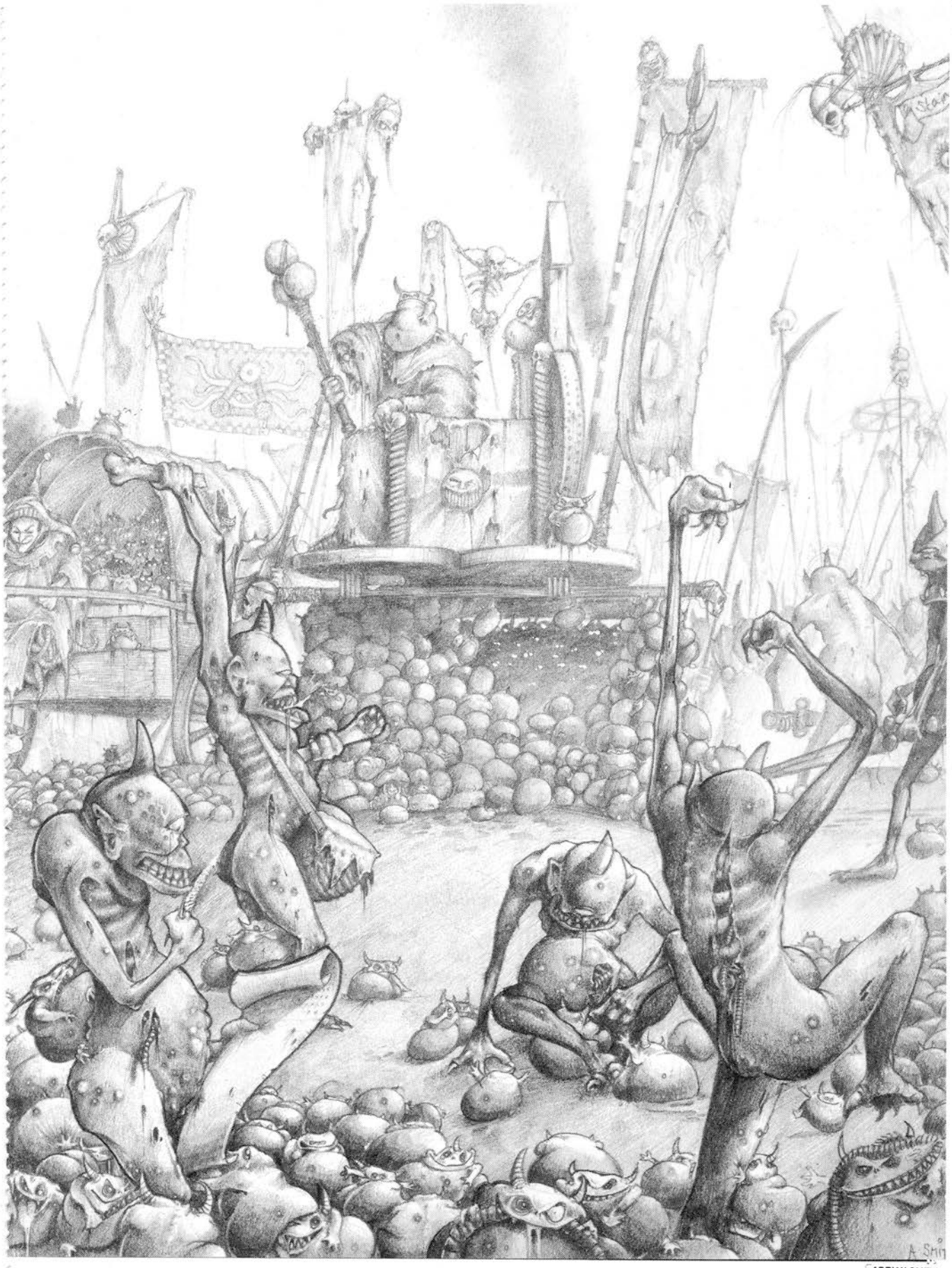
Father Nurgle settled his great mass down among the supporting heap of his smallest minions. Those lucky enough to escape being crushed by their master's bulk squealed delightedly as they snuggled into the damp warmth of his flesh. Nurgle reclined comfortably and his corpulent face assumed an air of triumphant expectancy.

Nurgle gave a dignified nod to one of the Plaguebearers. Excitedly, the daemon began to beat its drum, slowly and rhythmically at first, and gradually faster and faster as it became carried away by the sense of occasion. All of his servants cheered and applauded, and Nurgle acknowledged them with a smile and a regal wave of his festering paw.

It was the prelude to battle that excited the daemons, drawing squeals of anticipation from the tumbling little Nurglings. This time the cavalcade was to be joined by others: Champions of Nurgle and their mortal warbands, who were also going to take part in the great war. The Beasts bounded and fussed in their eagerness to welcome the mortals, causing considerable disarray and the odd casualty amongst the serried ranks of warriors.

The warbands flocked to the sound of the drum. They came in carts and wagons like those of Nurgle's own cavalcade, marched into camp, or simply distilled from the surrounding woods like shadows at sunset. Some of the most severely mutated of them wore bright carnival masks and voluminous robes, completely failing to hide their unique disfigurements if that was in fact their purpose. The Plaguebearers carefully recorded the name of each Champion as he arrived, announcing his titles as loudly as they were able among the rising laughter and squeaking chatter. The show pleased Father Nurgle immensely: the busy scampering daemons, the creaking carts with their tinkling bells, the gaily-coloured masks and carefully decorated palanquins bearing various daemons or Champions. He sighed with satisfaction and patted the little Nurgling that had crawled into the crook of his arm and puddled there.





ADRIAN SMITH

PLAGUEBEARERS

Lesser Daemons of Nurgle (Aghkam' ghran' ngi)

Plaguebearers **Tainted Ones**
Maggotkin **Rotbearers**
Nurgle's Tallymen

Nurgle's gift to the world is Nurgles Rot, a progressive disease combining the worse qualities of all the plagues that infest the living. It is a curse that is all the more horrible because it does not end with death, for it is a contagion of daemonic and not mortal kind, and it infests the soul as it does the body. When a mortal dies from Nurgles Rot his soul is forfeit to Nurgle, and from that soul-stuff Nurgle fashions his Lesser Daemons the Plaguebearers. It is specifically to avoid this fate that many sufferers of Nurgle's Rot undertake death quests, hoping for a clean and mortal end by this means.

The Plaguebearer carries the marks of Nurgles Rot throughout eternity. Its skin is tinged with green or the colour of mud, running sores cover its whole body, pus and blood run continuously from its single eye, unmentionable filth cakes its clawed hands and feet. It is the Plaguebearer's everlasting role to organise and herd the daemonic forces of Nurgle, to keep stock of the diseases, to allocate appropriate fates to each new victim, and to try and keep order among what is a naturally chaotic horde. Just as the living attempt in vain to impose order and meaning upon their lives, so the Plaguebearers' task is an impossible one. This is characterised most obviously by the constant counting as they try to calculate the ever-changing needs and aims of their master. The Plaguebearer's voice is a deep, bass monotone. The multitude of Plaguebearers all counting at once produces a sound so sonorious and penetrating that untethered objects will vibrate in an unholy harmony. The counting of the Plaguebearers achieves very little because it is impossible to count anything amidst such chaos, though this in no way discourages them in their efforts. They are the daemonic embodiment of the need of the living to impose meaning upon a meaningless and uncaring world.

ADRIAN SMITH

Special Psychological Traits: The Plaguebearer has standard psychology for a Lesser Daemon.

Magic: A unit of Plaguebearers has 1 randomly determined level 1 spell for every Daemon in the unit. A normal unit of 7 will therefore have 7 spells (see *Magic of Nurgle*).

Magic Items: A Plaguebearer may carry a randomly generated Chaos Weapon instead of its Plaguesword (see below).

Special Rules: A Plaguebearer has 1 gore attack and 1 weapon attack with its Plaguesword. The Plaguebearer also receives an additional gore attack from its horn in the turn in which it charges into close combat. All horn attacks are resolved with a +1 to hit bonus.

Any living creature engaged in hand-to-hand combat against a Plaguebearer risks catching the dreaded disease Nurgles Rot (see *Nurgles Rot*).

Any living creature suffering a wound from a Plaguesword contracts plague on the D6 roll of a 4, 5 or 6. Determine the type of plague from the Gifts of Nurgle Table.

Plaguebearers are surrounded by a cloud of flies which buzz around them and their combat opponent. They do not affect the Plaguebearer, but they distract his foe by buzzing into his mouth, nostrils and eyes. A Plaguebearer's close combat opponent therefore suffers a -1 to hit modifier on all his attacks.

The Plaguebearer's toughened necrotic skin and mass of body-slime gives him a D6 saving throw of 6 against damage. **WFRP** - the Plaguebearer has 1 armour point on all hit locations.

Chaos Attributes: A Plaguebearer may be given up to 7 Chaos Attributes. The daemon does not have to have the full 7, or even any, attributes - the player decides the number and rolls each attribute randomly. A unit of Plaguebearers may all have the same number and type of attribute - or each Plaguebearer may be given attributes individually.

WFRP only - The body-slime of a Plaguebearer is a deadly poison combining the effects of Manbane, Elfbane, Blackroot and Beastbane. Any opponent damaged by a Plaguebearer gore or Plaguesword attack will suffer from infected wounds.

Profile - Warhammer Fantasy Battle and WH40K

M	WS	BS	S	T	W	I	A	Ld	In	Cl	WP	PV
4	5	5	4	3	1	6	2	10+3	10+3	10+3	10+3	85

Profile - Warhammer Fantasy Roleplay

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	42	4	3	5	60	2	89	89	89	89	89	01

NURGLINGS

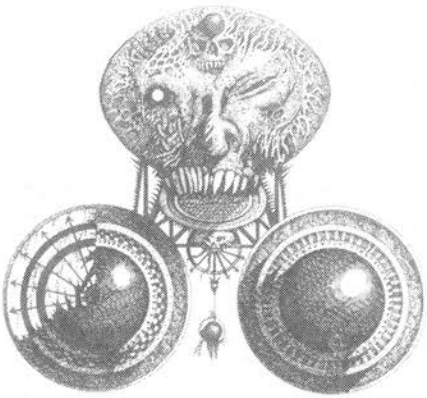
Daemonic Servants of Nurgle
(Khan' gurani' i)

Nurglings **Pus Spores** **Mites of Nurgle**

The rotted bowels of the Great Unclean Ones swell with pus and contagion, and within each swelling there grows a tiny and malevolent daemon called a Nurgling. As the Nurgling matures it feeds upon the filth of the Great Unclean One and eventually pops out, the very personification (or daemonification) of a boil or pustule. In this sense Nurglings really are the children of the Great Unclean Ones. Perhaps this is why the Greater Daemons take such parental pride in the little creatures, allowing them to suckle upon their sores, and petting them affectionately. However, this does not prevent the proud parent squashing its progeny underfoot, or gobbling one or two up in a moment of impulsive peckishness.

Nurglings may also grow from the pus shed by a Great Unclean One as it moves. Such pus hides in little sticky pockets in the ground. When a mortal steps upon it, the foulness enters his body, making its way into his gut. There the Nurgling encysts and develops until it is ready to emerge. As the Nurgling approaches maturity its obscene cries may be heard from within the victim's abdomen, insulting anyone and everyone nearby. When ready, the Nurgling climbs through the alimentary canal and leaves its host by one or other end. The Nurgling is then free to flock with others of its kind or to take up residence in some household cess pit, rubbish pile or other equally unpleasant place. They have a naturally malicious but sociable nature and like to hang around human settlements if they cannot find other Nurglings. They enjoy stealing small but precious objects, turning milk sour, and perpetrating misdeeds of that sort. Nurglings always remember their parent human with affection, and periodically creep back to bestow their gratitude in the form of a crop of boils or some interesting disease.

Nurglings are miniature images of Nurgle himself, with friendly mischievous faces, tiny bloated green bodies, and limbs which are often distorted or disproportionate. They are gregarious, agile and constantly active. Normally they swarm over the body of a Great Unclean One, picking at his skin, squealing with pleasure if their master favours them with a tit-bit or a caress, otherwise squabbling among themselves over the most comfortable recesses of the Great Unclean One's carcase. When faced with an enemy they advance in a furious little swarm, clawing and gnawing at their foe's legs, biting his ankles and licking at any interesting sores or abrasions they discover. Their tiny teeth are sharp as razors, leaving festering little bites upon their victims but rarely killing them outright.



ADRIAN SMITH

Special Psychological Traits: Nurglings are subject to frenzy against all Daemons and Champions of Tzeentch, the hated adversary of their lord and master Nurgle. Otherwise they have standard psychology for Daemonic Servants.

Special Rules: Nurglings are mounted on a 40 x 40mm base in groups of up to nine models. Each base is treated as a single model with several wounds and attacks, in exactly the same way as a base of Snotlings. Nurglings actually attack by biting their opponents - but because there are so many on a base they can fight to the front, side or rear.

Any living creature engaged in hand-to-hand combat against Nurglings risks catching the dreaded disease Nurgles Rot (see *Nurgles Rot*).

Profile - Warhammer Fantasy Battle and WH40K

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
4	3	3	3	3	3	4	3	7	6	7	7	30

Profile - Warhammer Fantasy Roleplay

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	30	3	3	15	40	3	70	30	25	30	30	45

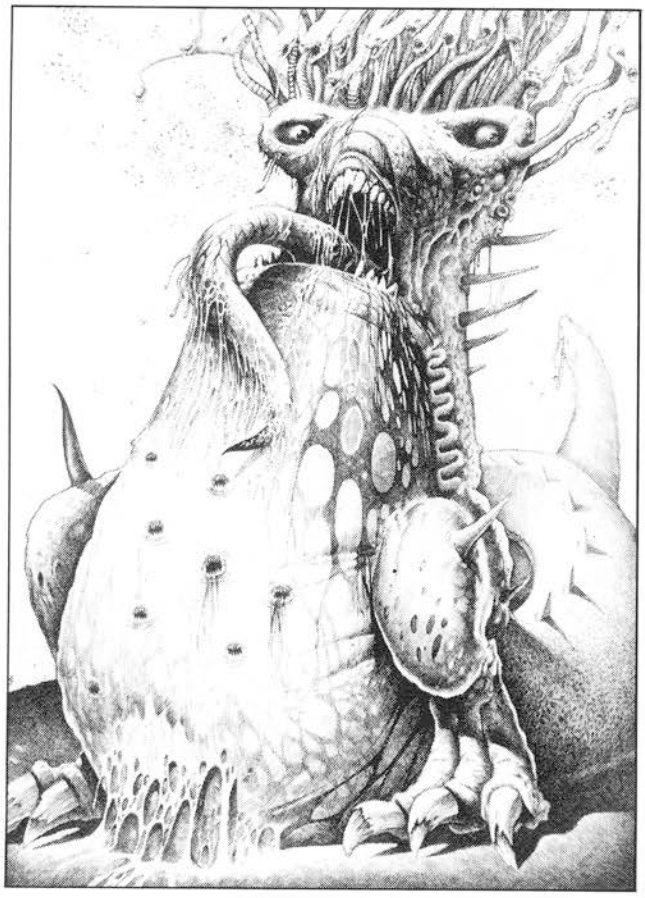
BEASTS

Creatures of Nurgle (Gu'nagh'ghyran)

The Beasts Slime Hounds
Nurgle's Lapdogs

The Beast of Nurgle looks like some horrendous mish-mash of creatures. It has the soft and sticky body of a pale brown slug, webbed feet that flap uselessly, a face of writhing green tentacles, and a whiptail growth that bursts from its back and which wags constantly from side to side. The Beast is no less deadly than it is ugly, for its touch causes paralysis and its slimy secretions rot everything they cover. The very proximity of a Beast is sufficient to kill small animals and plants, and even larger creatures may age and decay perceptibly in its presence. The Beast is the very embodiment of decay.

Despite its fearsome appearance and deadly attributes, the Beast is a friendly and affectionate creature behaving in all respects like an over-friendly and easily excited puppy. It craves attention, greeting newcomers by slobbering all over them with its slimy tentacles. Once they get thoroughly worked up they can rarely if ever contain themselves and leave little puddles of acrid slime behind them. All this attention is not a problem to other creatures of Nurgle, but tends to kill mortals fairly rapidly. Once the Beast's new friend stops moving, its interest quickly shifts to another target, and in this way the creature excitedly and lovingly kills and destroys just about everything it touches. As the Beast has only the most rudimentary sense of intelligence it never anticipates the result of its friendly behaviour, and registers only a slight sense of disappointment as each new playmate goes all still and boring.



STEPHEN TAPPIN

In battle the Beasts run backwards and forwards in their eagerness to meet new friends, constantly rolling over and inviting the Plaguebearers to scratch their backs and pop their pustules. The Plaguebearers try to maintain order, encouraging the Beasts to move in certain directions or to attack or hold back as appropriate. As the administrators and leaders of the Nurgle horde, the Plaguebearers are seen by the Beasts as their masters and special friends. Beasts are intensely loyal creatures and always eager to please, so they usually attach themselves unshakeably to one particular Plaguebearer.

Special Psychological Traits: Beasts fear troops bearing fire and attacks by flaming missiles. They are otherwise completely immune to psychology.

Special Rules: The Beast attacks models directly to its front with D6 sucker strikes. Suckers secrete a paralysing mucus which seeps through armour, so an opponent's armour saving throw is ignored. If a model is hit by one or more sucker attacks during combat a D6 is rolled for each hit, if the total score is greater than the target's Toughness the model is paralysed. Paralysed victims are immediately grasped by the Beast's single tentacle. Paralysed victims are carried in this manner so that they can be eaten once the fighting is over or playfully presented as an offering to a Plaguebearer. If a Beast is slain it will release its victims, but they remain paralysed for several hours. WFB and WH40K players should remove paralysed models as casualties during the game.

As the Beast moves along the ground it leaves a slimy trail like a slug or snail. This slime trail is represented by six 1" diameter circular counters. As the creature moves, counters are placed behind it to indicate its path. Counters are removed from the end of the slime trail as they are needed, so the trail always indicates the path taken by the creature during its previous 6" of movement. Contact with this slime whilst it is fresh causes Nurgles Rot. Any model which touches the counter trail is adjudged to have stepped in or touched the slime while it is still dangerous (see *Nurgles Rot* for details of the test to be taken).

Any creature engaged in hand-to-hand combat with a Beast also risks catching Nurgles Rot (see *Nurgles Rot*).

Chaos Attributes: A Beast may be given up to 7 Chaos Attributes. It may be given fewer than 7, or even no attributes at all. The player decides the number and rolls each attribute randomly. A unit of Beasts may all have the same number and type of attribute.

Profile - Warhammer Fantasy Battle and WH40K

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
3	3	0	3	5	3	3	D6	6	1	10	10	65

Profile - Warhammer Fantasy Roleplay

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	30	0	3	5	15	30	D6	6	24	10	89	98	00

There were times when the weight of millennia weighed heavily on Ischbak Gatrog Nurgle. Not even the contemplation of all the lovely pestilences he had spread could cheer him up. The crop of bright new purple pustules that grew like grapes on his chest gave him not a flicker of pride, and the capering of his daemonic minions seemed tawdry and tedious.

He looked out across the cavernous interior of his great wagon and it brought him no joy. The symphony of flatulence being performed by his followers faded under his empty angry gaze till only a solitary Beastman, too stupid to stop, twanged his goiter.

Ischbak loomed up from his cart, feeling his huge bulk shake his rickety thone. He glared down on his silent followers, unable to derive any pleasure from their terror any more. He let out a long groan. It was all so unbearably tedious.

'I'm bored,' he said, letting eons of ennui show in his voice.

'Nurgle is bored. Two thousand two hundred and twenty two,' muttered Fabian, most conscientious of his Plaguebearers.

'Nurgle is bored,' roared Manthrax the Minotaur, swatting at a Nurgling who came too close.

'Nurgle is bored.' The muttered undercurrent passed round the interior of the wagon. A few of the wiser champions were beginning to back off towards the edge of the room.

A few Nurglings broke out of Ischbak's exposed innards and swam like tadpoles in the pus that surrounded them. Ischbak gently raised one and placed it on the arm of his throne. He tickled its stomach gently so that it giggled.

The Great Unclean One surveyed his followers' blank, uncomprehending faces. None of them showed the slightest glimmer of understanding. Ischbak had spent all the time since the beginning of the world creating, spreading and observing new diseases. Had he not invented the Crimson Death which covered its victims in great blisters while they writhed in fever? And the loathsome Gutrot whose sufferers' bellies swelled until they burst, and many others.

Once he had been proud of his creations, taking as much pleasure in them as any other artist. Now they seemed shallow and meaningless. Was he really going to spend the rest of eternity engaged in such petty activity? He had heard that his great rival Gzarik Redclaw Nurgle had perfected a new form of food poisoning that infected fresh crops with tiny Nurglings. It was so depressing.

The door burst open and his driver Kurt burst in, a smile on what was left of his leprously eroded lips.

'A settlement, Great Nurgle,' he yelled. The noise hurt Ischbak's ears. He gestured for the coachmen to speak more quietly. He tried to work up some enthusiasm for the task at hand. He gave a phlegmy sigh.

'What kind of settlement,' he asked wearily.

'Halflings, oh loathsome one.'

His followers waited with baited breath for his response. Halflings, he thought, feeling a slight glimmer of interest almost in spite of himself. A part of him had been enjoying wallowing in melancholia.

Then inspiration struck him. Perhaps he should treat the runts to the joys of depression. Yes that was it! He would do it!

He looked down on his children and smiled. They tittered in relief.

'A lesson for you, my pretties,' he said. 'No matter how we feel we must always think of our public. The show must go on!'

He brought his fist down hard on the Nurgling. It burst with an emphatic squelch.

ADRIAN SMITH

HE MAGIC OF NURGLE

Like all of the Great Chaos Powers, Nurgle possesses tremendous magical potential, some of which he uses to give life and energy to his Daemons. Nurgle is also the sole source of the magical contagion known as *Nurgles Rot.* The spells described below are unique to the followers and Daemons of Nurgle, and reflect an appropriate preoccupation with decay, corruption and morbidity. Nurgle is also responsible for the creation of certain strange and deadly magical items.

THE SPELLS OF NURGLE

Those of Nurgle's Champions who can cast spells are able to use the special Spells of Nurgle described below. Great Unclean Ones and Plaguebearers can also cast these spells, and they may be gained in other ways as described later.

STENCH OF NURGLE

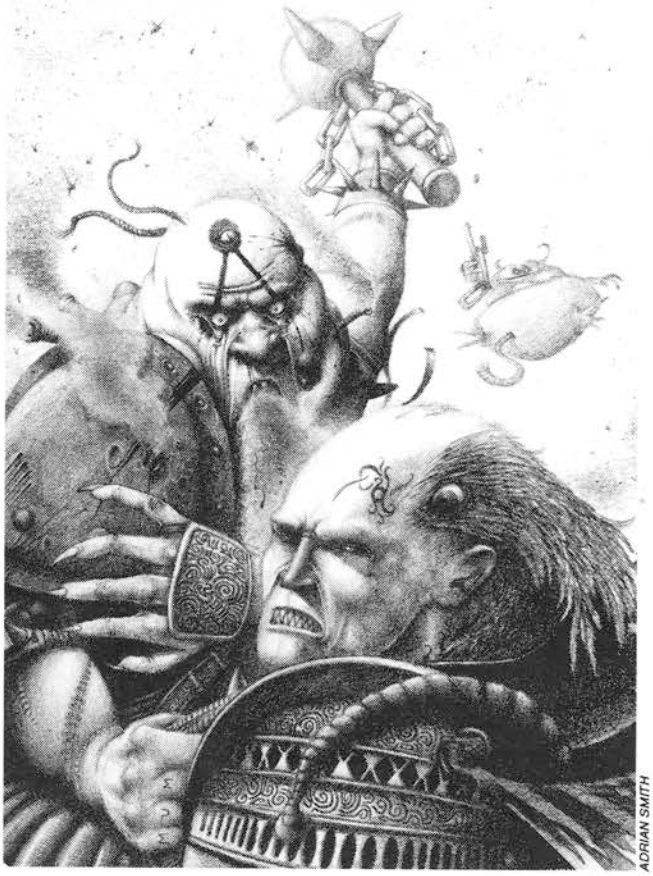
Spell Level: 1
Magic Points: 2
Magic Save: Yes

The *Stench of Nurgle* can only be used if the caster is engaged in hand-to-hand fighting, and it affects the nearest enemy model. A normal magic save is allowed to see if the spell takes effect. A target affected by the spell exudes a noxious smell of decay. This is so bad that all models within 6" of the target are almost overpowered by the stink, and they are unable to strike blows in subsequent rounds of hand-to-hand combat. However, they may defend themselves as normal. Only Daemons, Champions and Beastmen of Nurgle are unaffected by the odour. The affected model may be slain as a casualty during subsequent fighting. If the model is a rank-and-file trooper, casualties should be randomised among those troops fighting to determine whether he is slain. If the model is a Hero then his combat is worked out separately as normal. Once slain, the smelly character has no further effect.

The Champion of Tzeentch hacked his way viciously towards his sworn blood-enemy, axe rising and falling atop a sea of bloody destruction. Over the waves of weapons and blood-spray he could see the Wizard Champion of Nurgle on the low hill ahead. Hatred filled his heart with fire and bitterness, and he redoubled his efforts, forging through the surging mass of warriors between them. His axe became a blur of motion, bodies and limbs tumbling in his wake like red straw.

On the rise, the Wizard Champion followed his enemy's advance with a cold, secret smile. He closed his eyes and gathered his will. Writhing green and orange runes gnawed at the edge of his mind as he prepared the way for power, but he denied their siren call of madness. Ready, the knife edge achieved, the path chosen, his eyes snapped open. He raised his arms and began to chant.

The Champion of Tzeentch finally broke through the hordes of Nurgle. Now no-one stood between him and the Wizard. He started up the rise and was suddenly crippled by the heat of a debilitating fever. He staggered to a halt and fell to his knees, axe dropping from sweaty hands. Too weak to resist, he watched in helpless horror as the Wizard closed to deliver the death blow.



ADRIAN SMITH

MIASMA OF PESTILENCE

Spell Level: 2
Magic Points: 3
Magic Save: No

This spell creates a 6" radius *Miasma of Pestilence* around the caster. Any other model inside the zone has all the characteristics on his profile reduced by half. Round fractions up on the D6 score of a 4, 5 or 6 and down on the score of a 1, 2 or 3. This does not affect Daemons, Champions, or Beastmen of Nurgle. The *Miasma of Pestilence* lasts until the caster is wounded, when it is immediately dispelled.

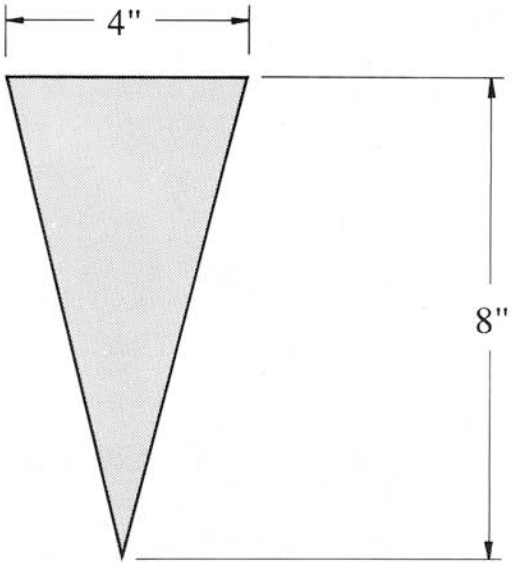
STREAM OF CORRUPTION

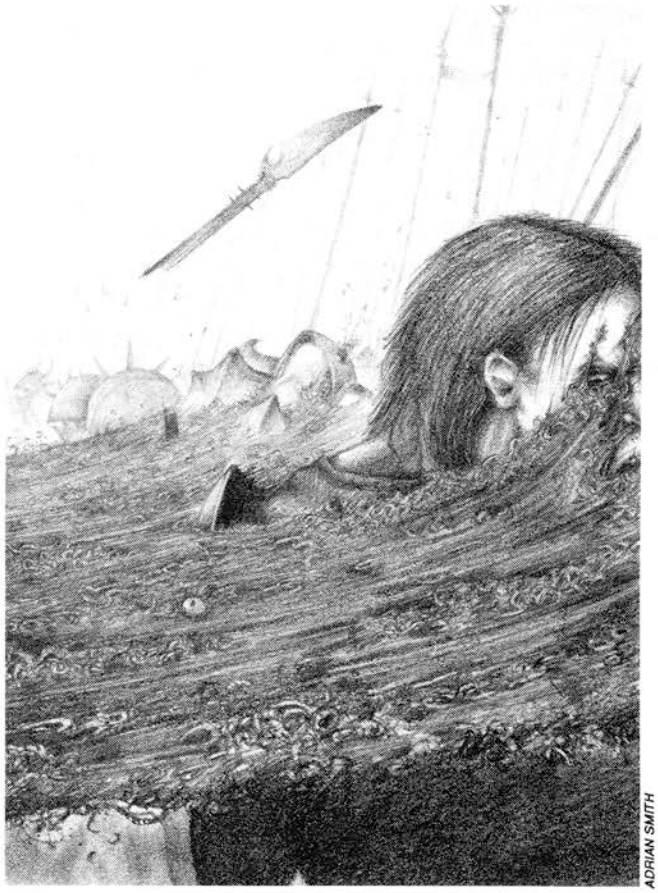
Spell Level: 3
Magic Points: 7
Range: 8"
Magic Save: No

The *Stream of Corruption* is a stinking jet of putrid blood, pus, maggots, slime and other foulnesses. It forms a triangle 8" long and 4" broad at its end, as shown on the accompanying diagram. Make up a Stream of Corruption template to the design shown using card or paper. When the spell is used the template is positioned over the targets. Each model within the template must roll a D6 and consult the chart below.

Target's Initiative	Chokes to death on D6 score of:
1-4	4, 5 or 6
5-7	5 or 6
8-10	6

Models with high initiative characteristics stand a good chance of diving or ducking out of the way of the Stream. Other models are less lucky! Models which are unable to move for any reason are choked automatically. A Greater Daemon of any kind is not automatically slain on rolling the appropriate D6 score, but sustains D6 wounds instead.




ADRIAN SMITH

PLAGUE WIND

Spell Level: 4
Magic Points: 15
Range: 24"
Magic Save: No

The *Plague Wind* may be cast against any target unit within 24". It is accompanied by wind-carried moaning, insane laughter, and other sounds of death and delirium. Each model in the unit must test for *Nurgles Rot*. The unit must then take an immediate rout test.

Kalem Tarnel Champion of Tzeentch, struck the head from the last of his adversaries. The creature's body fell to the floor and the leprous leathery orb rolled to his feet. His Warband gave a cheer and raised their swords in a proud salute of victory. The severed head glared at him malevolently with its single eye. The head bore no nose and a single horn grew from its pustulent forehead. Its teeth chattered strangely, as if unwilling to accept the biological inferences of sudden decapitation.

"The Warband of Gorak Champion of Nurgle is no more!" he cried. His followers cheered again. A small cloud of flies began to gather around the severed head.

The long fingers of Gorak Champion of Nurgle twitched spasmodically. His eyes fluttered open, and he saw Kalem Tarnel, his most hated enemy. He tried to move, but found he could not because the sword wound in his side hurt so abominably. Kalem Tarnel had left him for dead. He hadn't been far wrong either. Gorak smiled to himself and his fingers twitched again, but this time with purpose. He moaned softly as the power flowed through him.

The unexpected blast caught Kalem Tarnel's cloak and pulled him to the floor. The rest of his Warband failed to keep their footing and fell into a formless spluttering heap. The severed head rolled off, followed by its entourage of insects. Gorak had summoned a Plague Wind with his dying breath. It was both his final act and a parting gift to his old enemy and rival Kalem Tarnel. The wind howled like a banshee, driving something that tasted like bone dust into the eyes, ears and mouths of the Tzeentch Warband. A rumbling laughter filled the air, like the bellowing of some huge, enormously fat, but companionable old uncle. The spell passed over them one by one, catching the unlucky, missing others, and eventually fading with the wind itself.

NURGLES ROT

Nurgles Rot, often known simply as the Rot, is a terrible contagious disease which affects the victim's mortal body and his shadow-self or spirit. A person who dies from Nurgles Rot is turned into a Plaguebearer and becomes a servant of Nurgle himself. Nurgles Rot epitomises the core of Nurgle's ethos: suffering and overcoming suffering by great bravery and resolve. Those who contract the Rot often slay themselves in wreckless battle, hoping to die quickly and cleanly and by this means to avoid becoming a Plaguebearer.

CATCHING THE ROT

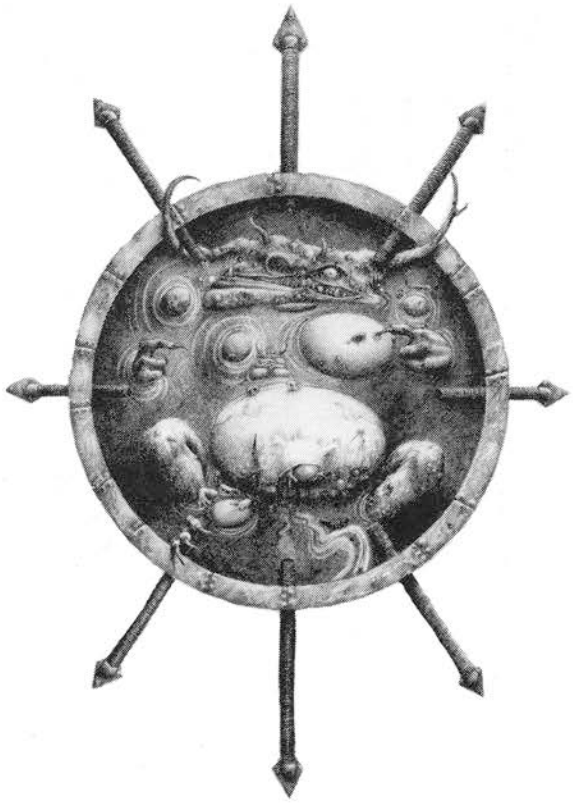
Nurgles Rot only affects mortals; it cannot affect daemons of any kind or allegiance. It is passed on by physical contact such as hand-to-hand combat. Models engaged in combat against a Daemon of Nurgle risk catching the Rot. Victims can also catch the Rot as a result of a *Plague Wind* spell, touching a Death Head, treading in the slime-trail of a Beast, stepping into a sticky pool left by a Palanquin, or simply by being a Champion of Nurgle.

To determine if a victim has caught the Rot, roll a D6. and apply the following modifiers:

+3 Engaged in combat with a Great Unclean One
+2 Engaged in combat with a Plaguebearer
-1 If victim is the Champion of another Chaos Power

If the result is 6 or more the victim has contracted the Rot with the following effects.

1. If the target is part of a unit, the entire unit must take an immediate rout test. If not part of a unit, the model must take a rout test.
2. A model which has the Rot may pass it on to other creatures it strikes in combat. Any model engaged against the victim can catch the Rot and must make the test described above.
3. The Rot cannot be cured or its progress halted in any way.



THE PROGRESS OF THE ROT

Nurgles Rot often takes several months to kill its victim. Victims who are Champions of other Chaos Powers, or members of the retinues of these Champions, may be 'retired' from future games on the grounds that they can no longer live safely alongside their fellow men.

Retiring victims may be simply dropped from the game, or if they are Champions they can undertake a special *Death Quest*. In a Death Quest the Champion and any affected members of his warband will seek out and fight an enemy warband. Models engaged in a Death Quest are immune to psychology and cannot be routed. If a Death Questing Champion pleases his Chaos patron he may be promoted to Daemonhood and thus saved from the Rot.

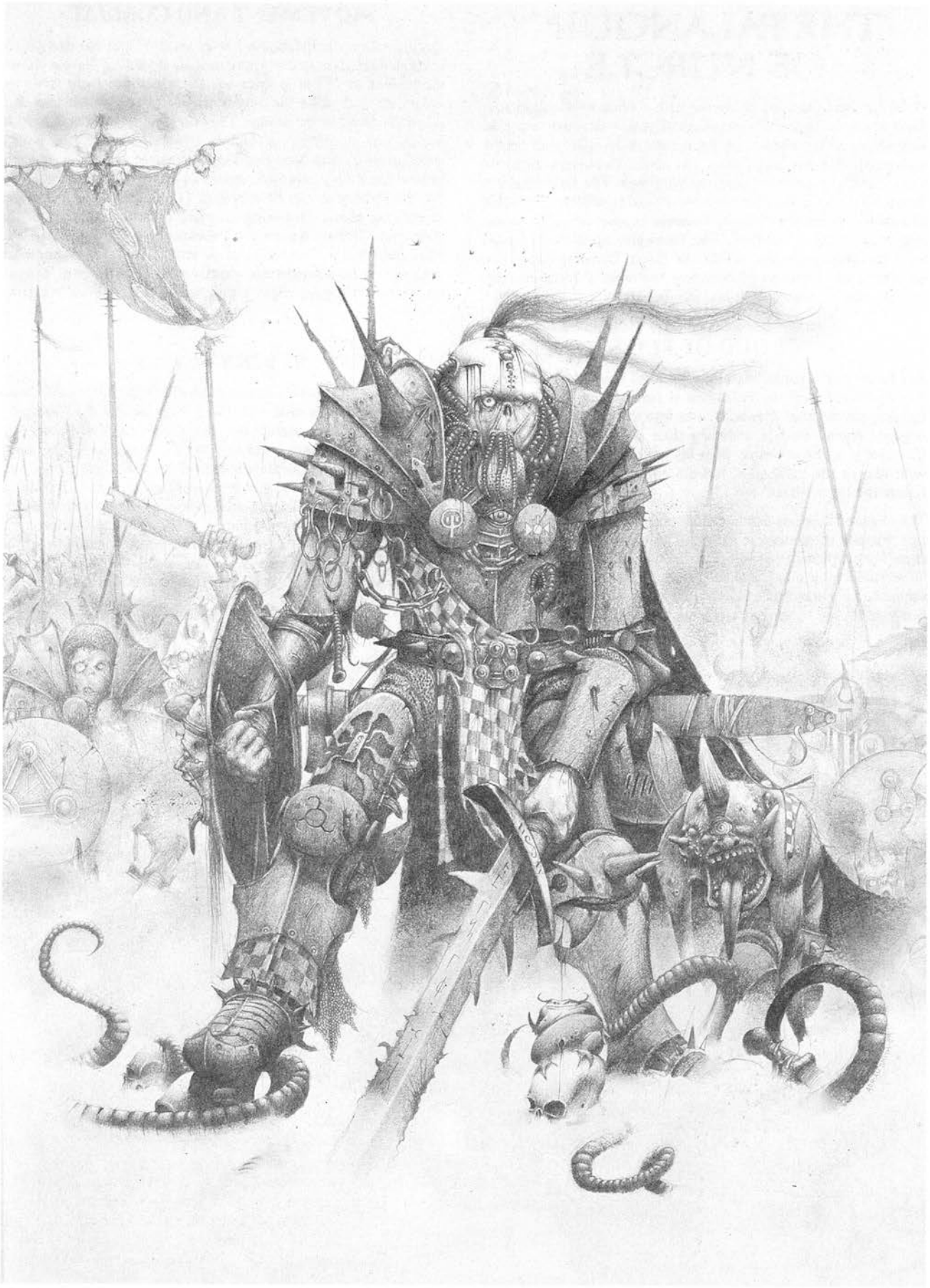
Unless a victim retires from a warband or goes on a Death Quest as described above, he risks passing the disease on to the other members. This applies both to warbands of Nurgle's Champions and to those of Champions of other Chaos Powers. A test must be made before each battle to determine if the disease has been passed on to anyone else. On the D6 roll of a 6 the disease has been passed on to another randomly determined member of the warband. This may include the warband's Champion if he does not already have the Rot.

The Rot progresses from battle to battle, starting with the first battle following contraction. The victim slowly begins to turn into a Plaguebearer, his appearance and profile starts to change, so that eventually he dies and is re-embodied in the Realm of Chaos as a Plaguebearer.

Battle	Effect
1	Skin becomes pale yellow-brown. Change characteristics to M=4/WS=5.
2	Green and purple blotches break out on the victim's skin. BS=5/Ld=10.
3	The skin begins to rot and a small cloud of flies gathers about him. S=4/Cl=10.
4	A single horn sprouts from the victim's forehead. The model gains the Plaguebearer's additional horn attack when it charges. T=3.
5	The eyes start to grow together and the nose atrophies. I=6/Int=10.
6	The victim's feet grow into two huge claws. A=2 as per a Plaguebearer.
7	The victim's face and flesh dissolve into a mass of tissue. W=1/WP=10.
8	The victim finally dies and his shadow-self becomes one of Nurgle's Plaguebearers.

THE ROT AND CHAOS CHAMPIONS

A Champion of Nurgle who contracts Nurgles Rot is not personally affected by it. However, he can pass it on in hand-to-hand combat and it can be caught by members of his own retinue. A member of a Chaos Warband who already has the Rot could become a Champion if the original Champion is slain. Should this happen the progress of the Rot is halted at the stage it has already reached.



ADRIAN SMITH

THE PALANQUIN OF NURGLE

Great Unclean Ones are daemons with a sense of the dramatic. They enjoy the decorative trappings of power almost as much as they enjoy power itself. The Palanquin of Nurgle is an ornate and mobile throne that allows the Great Unclean One to be carried aloft by a tide of surging Nurglings. The tiny creatures propel the Palanquin wherever their master wishes. From his elevated position the Greater Daemon is able to speak to his slaves, or strike at his foes. The Palanquin itself is decorated with mouldered finery, while the Great Daemon rider sits casually upon a mound of decaying cushions. Palanquins may also be gifted to Champions and Plaguebearers.

CLOUD OF FLIES

The Palanquin is surrounded by a cloud of flies which buzz and swarm around it. If the Palanquin is carried into hand-to-hand fighting the cloud of flies will buzz into the eyes and ears of all engaged enemy models, reducing their D6 to hit roll by -1. If the rider is a Plaguebearer, then his own cloud of flies merges with that of the Palanquin, but the combined effect is still to reduce the D6 to hit roll by -1.

The cloud of flies has another effect, for each insect embodies a tiny fraction of protective magic. The cloud thus represents a considerable protective spell. The Palanquin and its rider cannot be affected by a magical spell of any kind. Both are affected normally by a hand-to-hand combat blow struck by a magical weapon, but not by spells cast by such a weapon.

MOVEMENT AND COMBAT

During a turn, the Palanquin moves up to 6" and can charge into combat just like any normal model, doubling its maximum movement to 12" as it does so. The rider can fight from the Palanquin and strike the enemy in any direction, whether they lie to the front, sides or rear. The Nurgling bearers also fight in hand-to-hand combat, automatically causing D6 hits with a strength of 3. The Nurgling bearers cannot be struck as such, indeed their very numbers would make this a futile business, but the Palanquin can be attacked. The attacker has the choice of striking blows or aiming missiles at either the rider or the Palanquin. Blows against the Palanquin hit automatically. The Palanquin has a Toughness of 5, and once it has sustained 3 wounds it is completely destroyed, dissolving into an unpleasant slippery mass along with its attendant Nurgling bearers.

STICKY POOLS

As the Nurgling bearers move across the battlefield, small pools of something unpleasant and sticky form behind the Palanquin. These pools of filth contain pus, excrement, urine and other foul substances which are produced by the Nurglings. The sheer quantity of Nurgling bearers makes these pools very dangerous! Roll a D6 when the Palanquin moves, and on the roll of 6 the Nurglings have produced a sticky pool as described. A sticky pool is represented on the games table by a card circle 1" in diameter. These pools remain in place for the remainder of the game. Any model moving over a sticky pool may be unfortunate enough to catch Nurgles Rot as described already under *Nurgles Rot*.

PAUL CAMPBELL

ADRIAN SMITH

THE STAFF OF NURGLE

A Staff of Nurgle is a tall staff which is carved from either the branch of a cankered tree or the bones of a plague victim. The staff is decorated with complex organic carvings depicting the various malformities of nature. Staffs may also bear an appropriate carved emblem or figure, such as the image of a shrivelled leper, or the twisted face of a pox victim. A Staff of Nurgle may be gifted by Nurgle to his Champions if he thinks them worthy of the honour. Such is Nurgle's consideration for his servants that he always tries to match the appearance of the staff to some especially interesting or impressive mutation or disease which the Champion has.

THE MAGIC OF THE STAFF

During the magic phase the bearer can point the Staff of Nurgle at any one model within 12". He can do this even if engaged in hand-to-hand combat and this does not affect his ability to fight normally. The target is entitled to its normal magic saving throw and is not affected by the staff if this is successful. If he fails the test, the victim suffers the full and unpleasant effects of the staff's magic. He erupts with a multitude of worms, larvae, maggots and other greasy wriggling things. This living mass spews from every orifice of the victim and forms a writhing pile around him. The victim is eventually consumed by these horrible things and killed, and a 1" diameter card circle placed on the table to represent the worm pile. This writhing mass remains for the rest of the battle, and will automatically attack and hit any model which moves over it, causing a single strength 5 hit. Any victim slain suffers the same fate as the staff's original victim, this time without the chance of a magic saving throw.

DEATH HEAD OF NURGLE

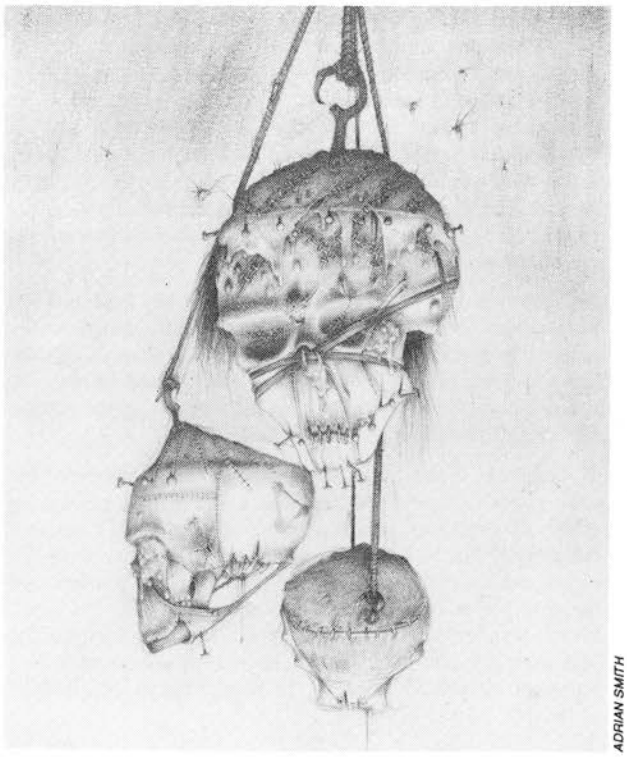
A Death Head is made from the skull of a conquered foe of Nurgle. The more powerful the enemy the better, so the head of a fallen Champion is the most highly favoured. The head is covered with wax mixed with blood to make it watertight. Pus drawn from a Great Unclean One is poured into the brain cavity and then sealed in with more wax. The result is a missile which will burst when it is thrown, scattering its noxious contents over the unfortunate enemy.

A Death Head can be thrown up to 6". It is represented by a circular card template with a 1" radius. All models within the template automatically contract Nurgles Rot - no test is taken, the victims contract the disease automatically.

Nostag Champion of Nurgle looked at the Death Head. Once it had adorned the shoulders of Doras Varn, the most handsome of all Champions of Slaanesh. Nostag took a firm grip on the waxy orb, thinking as he did so how Doras' famous profile had lost much of its boyish charm. He lobbed the object high into the air, watching with satisfaction as it sailed into the enemy ranks.

The dark object span through the air and smashed onto the naked pate of Gorban Champion of Khorne, spattering blood and pus over his luckless followers. Gorban reeled as the putrid stuff burned into his face.

"Khorne," he cried, "Pity me!" But it was too late. He felt his flesh churning with the foul energy of the Death Head and knew he was doomed.



ADRIAN SMITH

All the land to the north of Praag lay burned and blackened, an unending expanse of darkness dotted with splintered stumps and tumbled stone where once leafy woods and neatly thatched cottages had stood amidst verdant pasture. The ground smoked where fires still smouldered beneath the ashen surface, gasping lonely threads of smoke which twisted slowly upwards into the still air.

'The horde has done its work well my lord,' grunted Greygave. His thick tongue and loose lips worked hard to produce the uneasy speech of man, for Greygave was a beastman, one of the goat-headed creatures of Chaos that had joined Sebastian Scarabus's warband last summer. Already the giant, grey-skinned beastmen had proven himself a loyal and cunning lieutenant to his chosen Champion.

Scarabus, gaunt and slender like the blackened trunk of the tree beside him, gazed over the blasted plain. The devastation unsettled him. He felt as if all about him were the pieces of some vast puzzle which it was his task to resolve and yet of which he and his followers were also an inextricable part.

He stretched the broad wings that grew from his back, allowing the air to rustle through the sparkling iridescent feathers. His keen eyes scanned the pall of charred destruction which smothered what had once been the fertile hinterland of Praag. To the south a thick column of oily smoke climbed high into the sky like a black serpent dancing over the cold corpse of the land. Scarabus knew that sign, the coiling spiral shape that was one of the emblems of his own master Tzeentch. Under that sinister serpent of smoke was the city of Praag itself and the encircling horde of Chaos.

'Are we too late?' snorted Greygave in his harsh beastman's voice.

In answer the Champion of Chaos spread his wings, driving the air into turmoil so that great clouds of ash rose around him, causing Greygave to shield his eyes from the blinding dust. With slow strong wing-beats Scarabus ascended into the sky like a huge swan. Greygave watched his master grow smaller and smaller until he could barely discern the tiny dark shape against the pale sky. The beastman knew that Scarabus had flown high into the air from where his eagle-sharp eyes could spy out the countryside for many miles around. For a moment it seemed as if Scarabus was gone, leaving Greygave and the rest of the warband alone amidst the ruined earth.

As his powerful wings carried him into the sky Scarabus felt the rush of cool air over his skin. His gift, the glittering wings that sprouted from his slender back, were more than just a convenient way of travelling quickly and unseen. To Scarabus his wings were a part of his new life in the service of Tzeentch the Changer of the Ways.

The realm of the earth, which he had hitherto considered the only existence, now seemed like a small dark prison in which a mortal man was forever chained. He had become a creature of the cool unsullied air whose masters were the eagles and hawks, and whose peoples were the finches and thrushes and the myriad buzzing insects that rode the wind. He knew that it was hard for the earth-bound to imagine the unbridled joy of flight. Sometimes it was all too easy, lost amongst unfettered elation, to forget the world below.

Sebastian Scarabus spread his broad wings and rolled over in the sky. Beneath him the blackened earth stretched from horizon to horizon as far as his eagle-keen eyes could see. To the south, under a column of dark smoke, lay the embattled city of Praag and all around it glittered the banners and spearpoints of the most formidable army Scarabus had ever seen. Small fires burned within the city walls but the walls themselves were unbreached.

Far below Greygave peered uncertainly into the sky. His master seemed to have been gone for hours, yet it could not be so, for flight exhausted Scarabus quickly and could not be sustained for great lengths of time. As he watched a dark spot reappeared far above, small and dim at first, and then larger and darker until, with a flurry of ash, Sebastian Scarabus returned to Greygave's side.

'Praag still stands my friend,' announced Scarabus breathlessly 'though for how much longer I would not hazard a guess.' Although obviously exhausted he could not conceal the elation that still pulsed in his blood. He stretched his wings once more and then folded them against his back, the long flight feather gently resting upon his heels.

'Then we join the horde to plunder the man-city?' slavered Greygave eagerly. Scarabus looked into the beastman's eyes and saw a glimmer of hatred, a desire to fight and confront the object of his hatred and to destroy it regardless of consequence. The Champion shook his head slowly.

'No Greygave - I've not come to tear at the entrails of this dying city, there are enough wolves here already for that. Tzeentch has led us to Praag for another purpose, although I can't yet guess what that purpose is or what part we have to play in it.'

Scarabus turned to face the rest of his warband and looked at them each in turn: Tagard, Olgoth and Duega the beastmen cradling their tall axes, Thorfin the dwarf whose eyes stood out on stalks and who was as deadly an adversary as the strongest giant, Mund Bonesnapper the minotaur whose body was as tough as iron, the elf Falanor crimson-skinned master of the bow, Sourmain the thing so deformed that no-one knew what kind of creature it had once been, and Greygave the trusted second in command of the warband, huge, grey furred with fearless eyes.

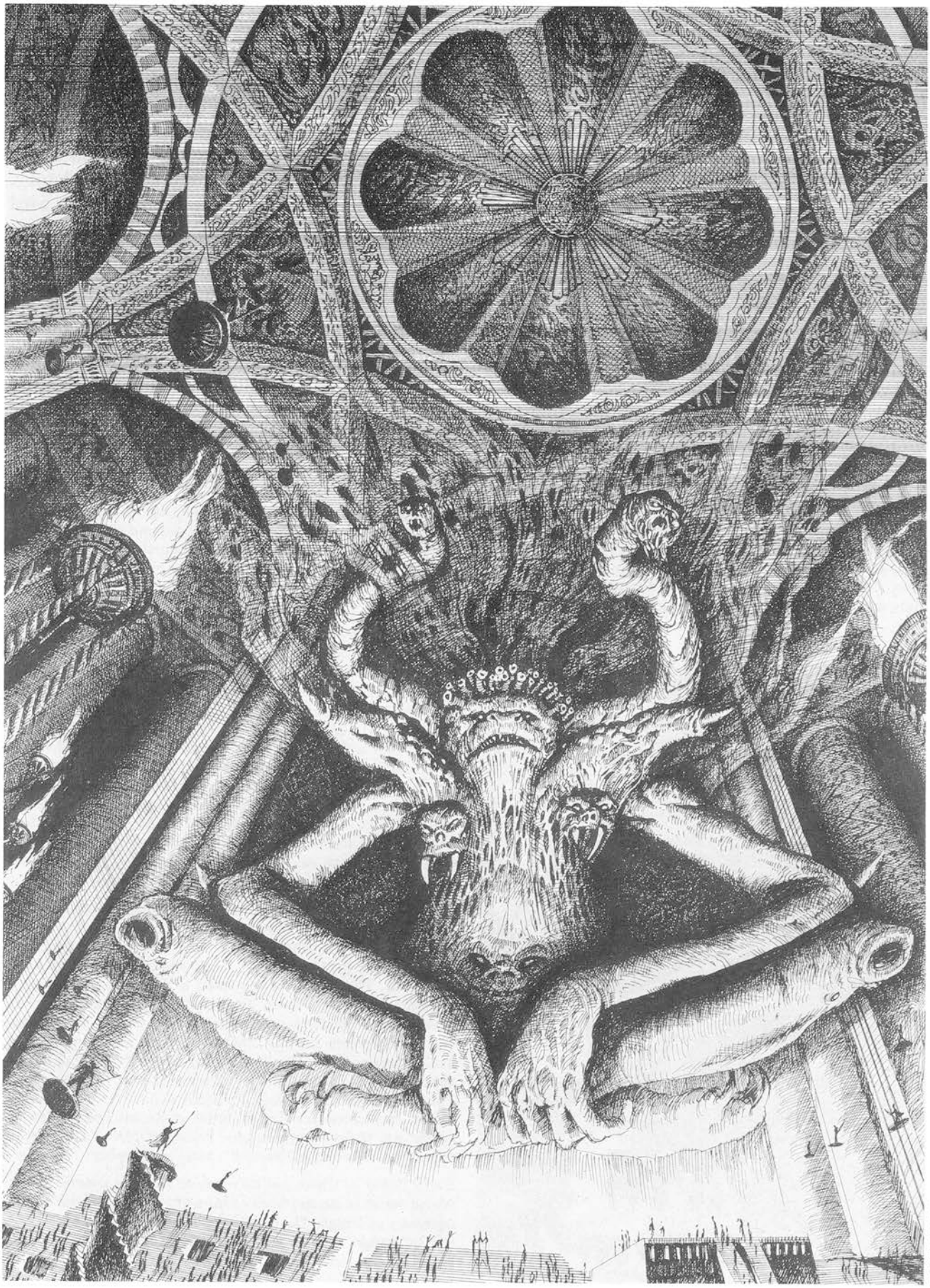
'My friends,' cried Scarabus, 'we march to Praag and to an uncertain destiny, to fight against the greatest Chaos Horde ever to blight the earth.'

Unquestioningly every member of the warband lifted his weapon into the air and cried, 'Scarabus' with one mighty voice, shouting their champion's name over and over, until it became a chant brimming with battle-lust.

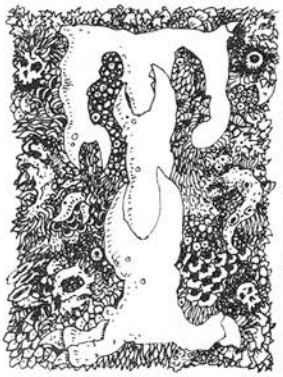
Sebastian Scarabus listened to his name flooding out over the dead ground. Yes - he would lead his band through the Chaos Horde and into Praag itself - what then? Perhaps all would become clear once they were within the city walls. Maybe Praag guarded secrets that Tzeentch wanted for himself, or which he feared might fall into the hands of others. In any case, he knew that it was useless to speculate on the motives of his master.

Scarabus turned his face towards Praag and wondered how fortune would treat his venture, and what inscrutable schemes he was already enacting on behalf of Tzeentch the Changer of the Ways.

RICK PRIESTLEY



STEPHEN TAPPIN



TZEENTCH

Tzeentch is known by many titles including the Changer of the Ways, the Master of Fortune, the Great Conspirator, and the Architect of Fate. These titles reflect his masterly comprehension of destiny, history, intrigue and plot. In his mind he listens to the plans and hopes of every man and every nation. With his all-seeing eye he watches these plans unfold into history. Tzeentch is not content to merely observe the fulfilment and disappointment brought by the passage of time. He has his own plans: schemes which are so complex and closely woven that they touch the lives of every living thing, whether they know it or not.

Tzeentch feeds upon the need and desire for change that is an essential part of human nature. It is also a part of dwarven and elven natures, but not to the same extent as mankind is a far more volatile and ambitious species. All men dream of wealth, freedom and a better tomorrow. Nor are these dreams the preserve of the impoverished or powerless as even rich men dream of further riches, or of an end to their responsibilities. All these dreams create a powerful impetus for change, and the ambitions of nations create a force which can change history. Tzeentch is the embodiment of that force.

Tzeentch is the greatest magician of the Chaos Powers. Magic is one of the most potent of all agents of change, and those who use it are amongst the most ambitious and the hungry for power. Many Champions of Tzeentch are also Wizards, while others are likely to be given magical powers or artefacts by their Patron.

SMS

Some Daemons of Tzeentch are creatures made from magical energy, and they often appear to be transparent or glowing with an inner light. The Lesser Daemons, or Horrors, cast spells around them as they move, while the Flamers of Tzeentch project multicoloured flames of raw magic. The Greater Daemons, the Lords of Change, are more substantial, and their very thoughts appear as magical multicoloured mist which swirls about their heads. All this magic gives the followers and Daemons of Tzeentch a very distinctive and colourful character.

Tzeentch is also the Great Conspirator, the master of plot and intrigue. Because he is aware of the dreams and plans of all mortals, he is able to predict the likely course, or courses, which the future might take. Tzeentch perceives every event and every intention, and from this information his mighty mind can work out how each will influence the future.

Tzeentch is not content to merely watch the drama of history as it unfolds. He has purposes of his own, although what they are it is impossible to say for sure. His intentions are complicated, his schemes highly sophisticated and incredibly long-term. Perhaps he has plans to overthrow the other Powers, or to extend his dominion over mortal realms. Whatever his ultimate purpose, he seeks to achieve it by manipulating the individual lives of men, thereby altering the course of history. By offering power and magic he can recruit influential people to his cause, and affect the lives of many more at a single stroke. However, few of Tzeentch's plots are simple, and many may appear at first contradictory to others, or against Tzeentch's own interests. Only Tzeentch can see the threads of potential futures weaving forward in time like tangled balls of multicoloured wool.

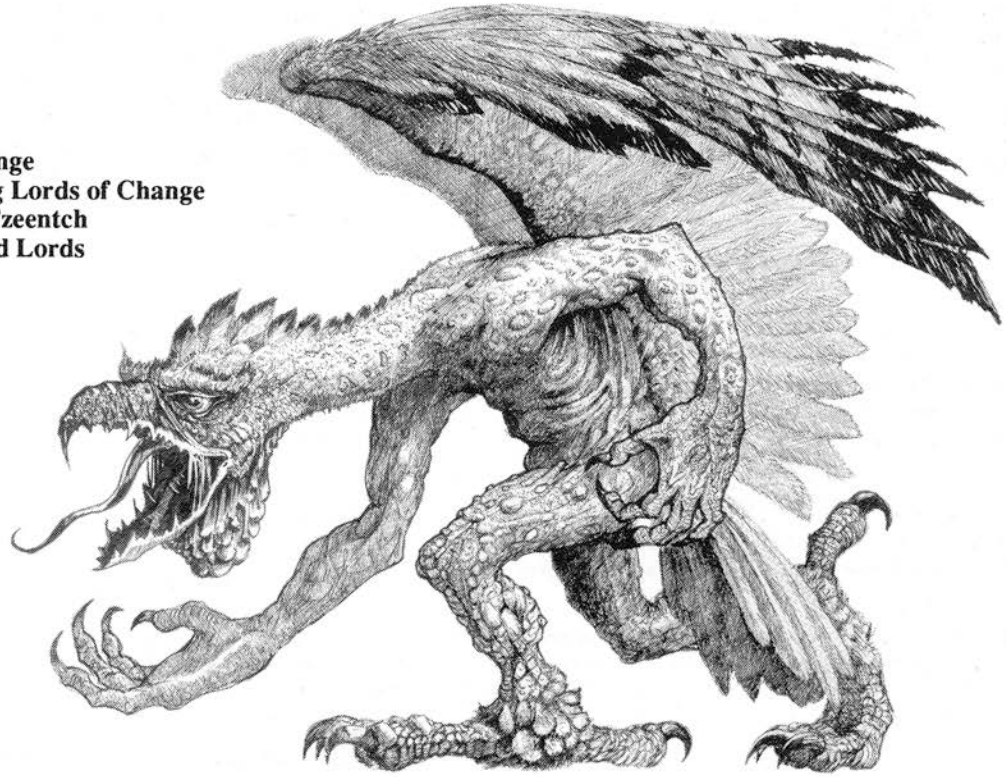
The skin of Tzeentch crawls with constantly changing faces, leering and mocking the onlooker. As he speaks, these faces sometimes repeat what he says with subtle but important differences, or provide a commentary which throws doubt upon his words. This makes it very hard to interpret what exactly Tzeentch is saying. These lesser faces appear and disappear quite quickly, but the actual head of Tzeentch does not change. His puckered face sits low down and has no neck, so that it is hard to distinguish his head from his chest. His curving horns appear to spring from his shoulders rather than from his head. The firmament surrounding Tzeentch is heavy with brooding magic. It weaves like liquid smoke about his head, forming subtle and interwoven patterns. Forms of places and people appear in the smoke as Tzeentch's mind contemplates their fate.

Every Power of Chaos has his opposite number, another Power whose nature is the antithesis of his own. Tzeentch is the eternal adversary of Nurgle. His energy comes from the excitement and will to change, to forge one's destiny, change fortune, and gain power. This is quite the opposite of Nurgle, whose power comes from defiance of despair and hopelessness.

THE LORDS OF CHANGE

Greater Daemons of Tzeentch (Chi'khami'tzann Tsunoi)

Lords of Change
The Watching Lords of Change
The Eyes of Tzeentch
The Feathered Lords



TONY ACKLAND

The Lord of Change is blessed with the multi-layered cunning and timeless wisdom of Tzeentch himself, a deep and subtle understanding of the mortal fears that drive the world within its well-worn rut. How thoroughly the daemon understands and how much he despises the entrapping comforts of stability and familiarity. Nothing pleases him more than to see the world broken and made anew, to redirect the course of a life or even history itself, to spill mortal hopes upon the ground while raising the ambitions of others up to an unexpected pinnacle of power.

It is a playful and wreckful mind that lies behind the bird-like gaze of the Lord of Change, deeply intelligent, yet as uncaring of consequence as it is fascinated by it. The Lord of Change is like a child playing upon some gigantic anthill, poking with a stick at its inhabitants and laughing at the hopeless antics of their defence.

A Lord of Change is winged and feathered, but its most memorable feature is its head and in particular its eyes. For within the depths of its eyes lies all the wisdom and understanding of Tzeentch, so that few mortals can withstand the scrutiny of its gaze. It is said that when a Lord of Change looks upon a mortal it sees not only the creature's flesh and blood, but also all of its hopes and dreams as well as their ultimate failure or realisation.

The daemon's craning neck sits on a narrow feathered body, and its wings spread out behind in multi-coloured splendour. Lords of Change are often blue or yellow, but individuals may change colour if it suits them, adopting the striking plumage of the rainbow. Lords of Change do not regard it as essential to retain constancy of colour or appearance unless it pleases them to do so.

The Lord of Change sat upon its throne, pensive, brooding, enshadowed by the flickering torches and the multi-coloured shroud of its own thoughts. Magnar the Clawed, Champion of Tzeentch, walked forward into the gloom, his clattering footsteps breaking the silence and stirring the swirling clouds of concentration. The daemon blinked and the coloured threads of its thoughts fled back into its skull. The great neck craned forward curiously.

'Magnarrrr...,' the voice of the daemon was low and purring.

'My Lord,' Magnar bowed his head low and the eyes of the daemon quivered with consideration.

'Magnar favourite of all my conspirators... have you come to tell me of the treachery of Meitrich Von Tolermann?' The words that Mognar had rehearsed so carefully clung to his palette. How could he know? Yet if he knew this what else did he know?

The daemon laughed and its laughter was a cawing mockery of innocence like the distant call of crows. Magnar felt as if his flesh were being sheared from his bones by that sound.

'Magnarrr...,' the voice purred as the daemon scrutinised its Champion, 'You must remember there is nothing I do not know, no-one I do not suspect! No-one no-one.'

The daemon laughed its mocking laugh once more and Magnar turned his face from that unforgiving stare.

The Lord of Change is the supreme manipulator of the affairs of the living. His Champions move through the world at his bidding, undertaking whatever task he has set them: a killing, the raising of some mortal to power, the destruction of potential rivals, and a thousand occurences that might easily be mistaken for chance. Yet all events are pieces which fall into a complex and ever changing plan - a plan beyond the comprehension of mere mortals. This constant appraisal of the world and interference in its progress is not always so subtle. Change can also be violent and sudden, and the Lord of Change is not above waging war to further its aims. The most potent weapon of Tzeentch is not brute force but magic. The Lord of Change is a powerful magician as well as an erudite tactician. If the daemon prefers to remain uncommitted in battle it is not through lack of courage or ferocity, but because it likes to direct its forces and control the flow of the fighting.

LORD OF CHANGE

Special Psychological Traits: If pushed back in close combat the Greater Daemon tests for frenzy. Otherwise standard for Greater Daemon.

Magic: A Greater Daemon of Tzeentch has a spell pool of 9 randomly determined spells - the first spell generated of any level will be a *Spell of Tzeentch* as described later.

Magic Items: A Greater Daemon of Tzeentch carries a Chaos Weapon with a single property and D6 randomly generated magic items (see *Summary* for generation charts).

Special Rules: A Lord of Change has a total of 10 attacks: 2 bites , 4 claws, plus either 4 more claws or 4 weapon attacks with its Chaos Weapon.

The Lord of Change's penetrating stare causes fear+1 within 12". **WFRP** - the stare causes terror within 24 yards.

Due to its thick layer of feathers, the Lord of Change has a natural saving throw against damage of a 5 or 6 on a D6. **WFRP** - the Daemon has 2 armour points on each hit location.

Chaos Attributes: A Lord of Change may be given up to 9 Chaos Attributes. A Lord of Change may have less than 9 attributes or even none at all if the player prefers. Decide the number and roll each attribute randomly.

Profile - Warhammer Fantasy Battle and WH40K

M	WS	B	S	T	W	I	A	Ld	Int	Cl	WP	PV
6	10	10	7	7	10	10	10	10+3	10+3	10+3	10+3	1400

Profile - Warhammer Fantasy Roleplay

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	90	95	7	7	40	100	10	90	90	90	90	90	30

ADRIAN SMITH

Spring: a time of gentle rains, warm breezes, pockets of bright flowers in dappled woodlands. A time of promise, of promises. A time for lovers.

A young girl was sitting beside a brook, idly picking flowers and pulling off the petals. She sighed impatiently - knowing she'd get into trouble for being away so long, but her desire to see him again overweighed her fear of the landlady.

'Estelle'. Hearing his voice she jumped to her feet, scattering torn up flowers into the water, and flung herself into his arms.

'Why do we have to keep meeting like this?' she asked him later, as they lay side by side on a bed of crushed grass and herbs. 'Can't I come away with you? I hate the village. They're all horrid to me, and I have to do so much work.'

He looked down at her round, eager face. Maybe, in another world, a better world, he would have taken this girl away from her dreary existence and given her a better chance. But it was too late now. He had changed, there was no way back.

'I want you to have this, Estelle' he said, placing a locket in her unresisting hands. 'I'm going to have to leave now, you'll never see me again. I... I'm sorry, but it's for the best.'

Tears welled in her blue eyes. 'You can't leave me! You said you'd take me away, that we'd get married...'

'I've no time to argue with you, Estelle. Goodbye.' He turned his back on the weeping girl and headed off through the trees, absent-mindedly rubbing the tiny horns budding on his head.

* * * * *

Midwinter: gusts of icy snow ripped through the bare, blackened trees. Birds huddled together for warmth on the swaying branches. It was the dead of night, and three cloaked figures sat hunched under the tree trunks. Between them , propped on a pile of stones, stood an iron cauldron. It was filled with blood.

'Cold, cold!' whimpered a little creature squatting on a rock.

'Shut that thing up Pussbubble or I'll eat it!' snarled the taller of the wizards. Pussbubble reached out a festering hand and gently scooped up the nurgling, brushing away the flies, and drew it into the warmth of his cloak, where it started to pur happily.

'Let's get on with it, shall we, or are we going to spend all night playing with pets? Start the incantations.'

Strange, terrible words rose into the air, words such as should never be heard by men. All except one, a huge starling, the birds flapped away into the blackness of the night. The wizards leaned forward and stared expectantly into the cauldron.

'Lord Nurgle preserve us, the blood's frozen,' said Gall. 'Pussbubble, give me that nurgling. And don't go looking at me like that, you're too fat already.'

As the flailing nurgling sank down through the frozen scum the blood started to liquefy. Gall delicately extended a claw and swirled the dark liquid round in a whirlpool.

The third wizard threw back his cowl and moved his head over the now steaming cauldron. He had no eyes, just empty sockets which continually weeped a greenish-yellow bile.

'I see,' he said in a distant, hollow voice 'I see a world. On the world there is a forest, in the forest there is a village, and in the village lies a child. The child must be destroyed - it could grow to become a mighty tool in the hands of our Master's eternal enemy. Already its soul is tainted with forbidden colours.'

* * * * *

A thin girl with a baby searched through the snowy thickets gathering sticks for firewood. When the baby started to cry she dusted the snow off a fallen tree, and sat down to feed it. As the baby suckled she looked down at its contented face and smiled. It was a fine, healthy child, with raven hair, and striking purple eyes. Around its neck hung the locket, the only present her mysterious lover had ever given her. Its strange, sinuous shape made her feel uneasy in a way she couldn't really explain, so she'd given it to the baby, as a charm.

When she headed back to the village, the bushes behind the fallen tree stirred and a cowled figure stepped out. He sniffed the air speculatively, then hobbled off towards the village, carefully following the girl's tracks.

In their wake, a large starling hopped clumsily through the snow, flapping its wings for balance.

* * * * *

'Get into the kitchen and scrub the vegetables you lazy girl,' shrieked the landlady. 'You've been gone for hours! If you don't find more firewood tomorrow you won't get no supper. And your fatherless brat can starve for all I care!'

Too cold and too wet to reply, the girl took her wood into the inn's kitchen, and set to work on the pile of verminous root vegetables. Outside, the snow flurries closed in on the village. The landlady, a fat. sweaty-faced woman, heard the inn door slam and bustled through to see to her customer's needs, clients being rare at this (or indeed, any) time of year.

Though there was a fire (albeit a small, mingy one), the customer hadn't bothered to remove his cloak, and she couldn't see his face. It was obvious that he didn't spend much time washing. When he took his beer off the counter he brushed the landlady's hand and she recoiled in disgust, trying, out of some misplaced sense of politeness, to hide her repulsion.

The strange malodorous guest stayed in the inn all evening, eking out his mug of watery beer till closing time. Villagers came and went, but he paid them little attention. The landlady dimly noticed that a lot of people seemed to be coughing and sneezing. Indeed, she felt a bit hot and feverish herself - there must be a winter cold going round, she thought.

* * * * *

A warband travelled through the forest, their bright appearance a stark contrast to the austere colours of the winter landscape. Jewels flashed on their armour and their banners, tiny bells jingled from the harnesses of their strange riding beasts, and the brilliant colours of their cloaks blazed about them.

As they slowed to cross the stream, a large starling flew down from the pale skies. It landed on the head of one of the riding beasts, and, ignoring the creature's skittish head-tossing, proffered the rider a gift from its jewelled beak. The Champion, a man graced with the head and antlers of a stag, took the gift: a locket fashioned after the sigil of Tzeentch.

'Estelle!' he cried, and spurred his steed back through the woods, ignoring the protests of his travelling companions.

* * * * *

The village is oddly still, and a foul smell fills the air: a smell of death, a smell of decay. Bodies lie sprawled haphazardly inside and outside the houses. Bodies disfigured by purulent green swellings and virulent purple blotches.

The silence is broken by the piercing cry of a hungry baby. It lies in the arms of its mother, but she doesn't move any more, and her body is growing cold. The baby fidgets and squirms, trying to break away from her stiffening grasp.

With a mighty crash, the door to the kitchen flies open, and a tall, antlered figure stands outlined against the pale winter sky. The baby, far from being frightened, gurgles with delight, and reaches out its arms to its saviour.

LINDSEY D LE DOUX PATON

THE PINK HORRORS

Lesser Daemons of Tzeentch (Tsani'kchami'i)

The Lesser Daemons of Tzeentch are known as Horrors. They take two distinct forms - the Pink Horror and the Blue Horror, but they fight side by side as part of the same body of daemonic troops. Apart from its glowing pink skin, the Pink Horror is easily recognised by its high-pitched squeals of laughter, giving the daemon two of its other common names: the Squealer or Screamer. The second type of Horror is the Blue Horror. It is almost identical to the Pink Horror, but it is blue rather than pink, and its temperament is quite different. It wears a perpetual scowl and is thoroughly bad tempered. It sneers and grumbles, muttering to itself in a low whining voice which gives way in battle to a snarling outburst of rage.

Lesser Daemons of Tzeentch do not have solid material bodies. They are formed from pure magic, sometimes taking on a discernable form, sometimes blurring into a frantic little mass of pinkness as they dash and scamper across the battlefield. Strangest of all is their ecstatic cackle which sounds like the ceaseless braying of a lunatic. Pink Horrors continually make this noise, so the approach of several together sounds unnervingly like the advance of the hordes of Bedlam itself. As they laugh, the air around them fills with little strands of pink magic and the ground about their feet smoulders with a curious rosy light.

Pink Horrors are the magically fashioned slaves of the Lords of Change. To the Greater Daemons they are beyond consideration, mere automatons to be expended as part of their carefully wrought plans. On the battlefield they whirl about in a frantic and barely controlled ecstasy, chuckling insanely and stretching out their long arms in anticipation of the fight. Because they are made from raw magic, Pink Horrors can cast

PAUL CAMPBELL

spells as they dance about the battlefield. The casting of a spell seems to fill them with increased joy, and they emit especially high-pitched squeals of laughter as the magic screams and screeches in the air above their upraised arms. Combat drives them to new delights, and even death seems to satisfy some deeply rooted compulsion. In fact, Pink Horrors cannot die as such - when dealt a mortal blow they turn into a blob of gyrating magic. This changes colour to blue and then divides into two Blue Horrors with a characteristic whoop of satisfaction.

PINK HORROR

Psychological Traits: Standard for Lesser Daemons.

Magic: A unit of Pink Horrors has 1 randomly determined level 1 spell for every Daemon in the unit. A normal unit of 9 will therefore have 9 spells (see *Magic of Tzeentch*).

Special Rules: A Pink Horror has 2 claw attacks. When reduced to zero wounds a Pink Horror is not slain - it divides into two Blue Horrors instead.

Chaos Attributes: A Pink Horror may have up to 9 attributes, but may have less or none. A unit of Horrors may all have the same number and type of attribute if the player prefers.

Profile - Warhammer Fantasy Battle and WH40K

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
4	5	5	4	3	1	6	2	10	10	10	10	140

Profile - Warhammer Fantasy Roleplay

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	45	4	3	5	60	2	90	90	90	90	90	01

BLUE HORROR

Psychological Traits: Standard for Lesser Daemons.

Magic: A unit of mixed Pink and Blue Horrors has 1 randomly determined level 1 spell for every daemon in the unit up to a maximum of 9 (see *Magic of Tzeentch*).

Special Rules: A Blue Horror has 1 claw attack. A Blue Horror model is removed from the game once it is slain, it does not divide into further daemons as Pink Horrors do.

Chaos Attributes: Blue Horrors retain any Chaos Attributes they had as Pink Horrors.

Profile - Warhammer Fantasy Battle and WH40K

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
4	3	3	3	3	1	7	1	10	5	5	5	-

Profile - Warhammer Fantasy Roleplay

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	25	3	3	5	70	1	90	20	20	20	20	01

BLUE HORRORS

Blue Horrors only pop into existence when a Pink Horror is dealt a mortal blow, taking the shape of two small blue replicas of their parent daemon. Their temperament is quite the opposite to Pink Horrors, and they are sullen and malicious like evil-tempered children. They quickly rejoin their fellows, adding a deeper whining note to the incessant cackling of the group. Blue Horrors are as keen for battle as their parent daemon, stretching out their gangling arms to grab an enemy and squeeze the life out of him. When not fighting they become blurs of hunched and shambling blue colour.

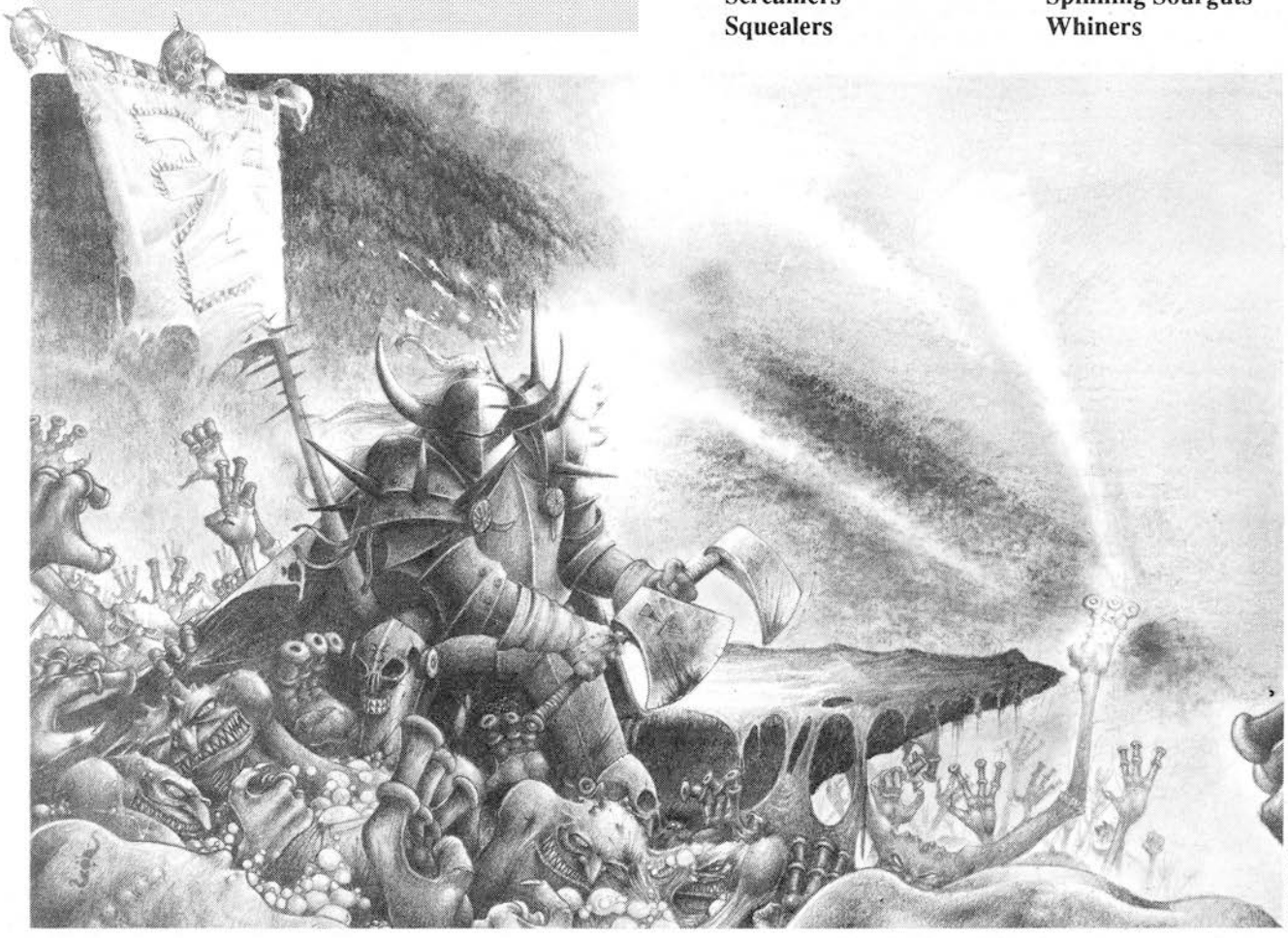
The air spat with magic - magic that burned and hissed, magic that spurted like blood and burst into irridescent multicoloured flames. The Horrors foamed like a crashing sea upon their adversary.

"Blood for the Blood God!", bellowed Feldor Champion of Khorne, but it was not blood that flew from his cleaving axes but the daemonic magical ichor of the Horrors of Tzeentch.

A Pink Horror stretched its shaky hands and caught his cloak. With a single sweep of his broad axe he cleft the creature cleanly in two, but even so its mad laughing face continued to bray and cackle. Another axe blow severed a clawing limb, but as each Pink Horror fell, its corpse bubbled and turned into two Blue Horrors which rose again to claw and rend at the beleaguered Champion.

Pink Horrors
Whirling Destroyers
Screamers
Squealers

Blue Horrors
Grumblers
Spinning Sourguts
Whiners



ADRIAN SMITH

FLAMERS

Creatures of Tzeentch (K'Chanu'tsani'i)

Flamers Burning Horrors
Fire Daemons of Tzeentch

ADRIAN SMITH

Albrecht raised his sword to fend off the bludgeoning limb and the blue flames pattered upon his armour again.

'Damn you Gutterchild of Chaos!' he screamed as the magic gnawed his shoulder.

The Flamer arched its fungoid body high above him. Small blue flames spat from its limbs and fell to the ground. As each magic fire drop fell it immediately vapourised with a hiss. 'SSdammyooo... damnyou... gutterchild of Chaosss,' it spat. A tiny replica of Albrecht began to form in the blue vapour, a figure wearing black armour and carrying a broadsword like his own, but the face was that of an idiot and the cry that of a spoiled child. 'Damn You! Gutter Rat-a-tat-tat!' it screeched.

The Flamer struck again and the blue fire fell upon him, seeping and crackling into his armour and spattering his eyes and face. His vision swam with blue agony and his legs gave way under him. His sword tumbled to the ground as he collapsed screaming through burning lips. The little marionette lay upon its back kicking and gesturing melodramatically, calling out in its squeaky little voice, 'Hot! hot! hot!'

Like Pink and Blue Horrors, Flamers are fashioned from pure magic and are only semi-solid, seeming almost transparent. They are bizarre creations, travelling along the ground on a soft skirt of pinkish flesh like an inverted mushroom. By drawing air into this fleshy, fungoid skirt and expelling it by means of a powerful contraction, the creature moves along the ground in leaps and bounds. By way of arms it has two blue trunks. The arms have no hands, but instead each trunk ends in an open orifice from which magical flames spit and spatter.

Flamers have the most rudimentary and instinctive minds, but they are finely attuned to the thoughts of the Lords of Change. They are dominated by the thoughts of the nearest or most powerful Lord of Change, so that they act in total accordance with their desires. Flamers are almost literally the instruments of a Greater Daemon's will.

The flaming limbs give the Flamers their name. However, this is not normal fire but the stuff of raw magic, coloured a daemonic shade of blue or yellow. The Flamer can use its flames to throw coloured fireballs at its foes, as well as to burn them up in close combat. As the fire crackles and hisses, smaller magical flames fall to the ground and take on the imitative form of a surrounding object or person - like a tiny marionette. The small representations of persons or events will continue to impersonate what is happening around, but in a curiously disturbing and mocking manner. The Flamer usually ignores these little parodies of reality, but may happen to glance in their direction then destroy them with its magic fire. As the Flamer moves away the little scenes collapse into spluttering pools of magic which slowly fade into nothing. A Flamer will typically be followed by a series of these tiny images, which grow unstable and vanish as the Flamer moves away.

Special Psychological Traits: Flamers are unaffected by any psychology.

Special Rules: The Flamer moves by leaping up to 9". It may cross ditches, walls, hedges and other linear obstacles without penalty, but cannot leap over obstacles more than 1" high. **WFRP** - the Flamer may leap up to 18 yards along the ground and up to 2 yards high.

The Flamer has 2 bite attacks. In addition a Flamer can use its 2 flame attacks to either shoot fire or burn an opponent in hand-to-hand combat. A shooting flame attack has a range of 6" and may shoot in any direction. If the flame attack hits its target then the target sustains D6 strength 3 hits. In hand-to-hand fighting roll to hit as normal, if successful the target sustains D6 strength 3 hits as for shooting. Any unit which suffers one or more wounds from a flame attack must take a rout test.

Profile - Warhammer Fantasy Battle and WH40K

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
9	3	5	5	4	2	4	2	10	0	10	10	140

Profile - Warhammer Fantasy Roleplay

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9	35	45	5	4	11	40	2	0	90	0	90	90	0

THE DISCS

Steeds of Tzeentch (K'echi'tsonae)

Discs Sky-Sharks of Tzeentch

STEPHEN TAPPIN

The Realm of Chaos is inhabited by the Chaos Powers and their minions, by the shadow-selves of mortals, and by unsure flittering creatures born from the recurrent emotions of the once-living. It is a hell of sorts, and a heaven of sorts, an endless sea of perdition. It is inhabited by numberless hunters and killers, things that prey upon the flittering creatures and even upon the shadowy spirits of men. Not the least of these are the shoaling Discs of Tzeentch, also known as the Steeds of Tzeentch. They roam the tides of the warp like shoals of barracudas, searching for the vulnerable things that inhabit it. Discs are vicious and uncaring hunters. They can scent the shadow-self of a vulnerable human, quickly find it and tear it to pieces, carrying the remnants back to their Lord Tzeentch.

In the Realm of Chaos Discs are smoky creatures whose shifting forms hint at a profusion of teeth and penetrating little eyes. When they move into the material world at the command of their Lord Tzeentch, their raw magical bodies assume bizarre and unlikely forms. While most are round and disc shaped, some are covered in eyes, and others sheathed in living metal. They fly through the air, darting and turning through the firmament like sleek fish through clear waters. A Champion or other servant of Tzeentch may be given a Steed of Tzeentch to ride through the air by standing upon its flat upper surface.

Because Discs exist primarily in the Realm of Chaos, only entering the material world under the direction of their daemonic superiors, they can re-enter the Realm of Chaos at will. In this way they can carry a Champion of Chaos into the Realm of Chaos as a Warp Rider. However, mere mortals were not meant to exist in this immaterial universe and the exhilaration and sheer excitement can sometimes prove beyond human tolerance. The warp ride is the ultimate human experience - to be chased by the things that live within it, and sustained by the liquid air of pure magic, to return to the mortal world at a pitch of ecstasy, every nerve burning with the energy of raw magic.

All was speed and fury as he goaded his sky-shark faster and faster through the warp. The winds of magic screamed and howled about them as they whirled with the currents and tore through veils of insubstantial substance. Gauzy streamers of the stuff caught about them and trailed behind in billowing tatters. His eyes stung as they passed under waterfalls of colours he knew no words to describe. Solidity and form had no meaning in this strange world of magic and unlight. Coloured sparks flashed here and there, sometimes darting into his mouth and bursting out of his nose. The sky-shark bucked and plunged beneath him, twisting higher and higher. At last he realised what extraordinary power lay in the moment, and in a moment the thought was gone and all was speed once more. His body shook in spasms and the sky-sharks snapped around his feet, their skins glistening as magical sea-spray burst over their flashing bodies. Soon they would overtake him and tip him into the waves of the warp. He laughed aloud in defiance and a thousand daemons heard his cry and turned as he tumbled and was lost laughing amongst the foaming pack.

Special Psychological Traits: Discs are unaffected by any psychology.

Special Rules: A Disc moves by flying up to 12". A Disc can carry a single rider into battle, but they can also fight without a rider. A Disc has a single bite attack, delivered by its razor-sharp edges as it rasps past a foe. Discs and Disc-mounted warriors can move out of hand-to-hand combat during their movement if the player wishes, carried by their steeds away from their opponent and out of the fighting.

Profile - Warhammer Fantasy Battle and WH40K

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
12	3	-	3	3	2	3	1	10	0	10	10	15

Profile - Warhammer Fantasy Roleplay

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
12	35	-	3	3	11	30	1	0	90	90	90	90	0

ADRIAN SMITH

THE MAGIC OF TZEENTCH

Tzeentch is the most magically potent of all the Chaos Powers. The raw magical energy that powers spells is the actual fabric of the Realm of Chaos, the same fabric which makes up the Chaos Powers, the Daemons, and the shadow-selves of men. Tzeentch is the Changer of the Ways, whose followers esteem magic as just one of the many ways of bringing about change. A wizard who follows Tzeentch has much to gain from his patronage.

ADRIAN SMITH

THE HORRORS

A unit of Horrors has a spell pool of 9 level 1 spells, 1 of which will be the Tzeentch spell *Boon of Tzeentch*, the others are randomly generated Battle Magic spells. The spell pool can include rolled duplicates, but duplicates may be re-rolled if the player prefers. The player lists these spells in a vertical column on a piece of paper and numbers them sequentially 1 to 9.

During the magic phase of their turn, the unit of Horrors automatically attempt to launch 1 spell. Roll a D10: if the score is 1 to 9 the appropriately numbered spell is cast. If the score is 10, no spell is cast that turn. Because spells are cast randomly in this manner they are not always effective!

Once a spell has been cast another is randomly generated to take its place. The spell pool must always include the *Boon of Tzeentch* spell. If this is cast then it is automatically replaced with the same spell. The number of spells is therefore always 9. However, if the total number of Daemons in the unit falls to below 9, then the spell list is reduced to the same number. Excess spells are deleted from the bottom of the list, and rolls of 9, 8, 7 etc will then indicate that no spell is cast.

Note that the number of spells in the spell pool cannot exceed 9 even if the number of Horrors increases due to Pink Horrors turning into Blue Horrors.

SPELLS OF TZEENTCH

Champions of Tzeentch who are able to cast spells can use the special Spells of Tzeentch described below. Tzeentchian Daemons can also cast these spells, and the *Boon of Tzeentch* spell always forms a part of the Horrors' spell pool.

BOON OF TZEENTCH

Spell Level: 1
Magic Points: D3

This spell enables the caster to make an appeal to Tzeentch for more power! The caster chooses a spell level up to his own magic level and randomly generates a new spell of that level. The caster adds the spell to his existing spell list. The new spell can be cast immediately if the player wants, even though the caster has already used one spell that turn in the *Boon of Tzeentch*. No magic points are expended the first time this new spell is cast, but thereafter the appropriate number of magic points are expended as usual.

PINK FIRE OF TZEENTCH

Spell Level: 2
Magic Point: D3+1
Range: 6"
Magic Save: No

Guttering flames of pink magic spout from the caster's outstretched fingertips and strike the first model in their path. Any creature struck by the flickering pink fire of Tzeentch will suffer D6 hits with a strength of 4+D6 - all hits have the same strength. No saving throw is allowed for armour of any kind, not even for Chaos Armour

Volgular, Sorcerer Champion of Tzeentch, watched the battle-lines as the two armies clashed. The Warriors of Khorne beat upon the looser formation of Tzeentch which broke and scattered before the onslaught like leaves before the wind.

Volgular was not dismayed to see his own side's fortunes plummet in this fashion. He smiled knowingly to himself, and waited. He continued to smile as the warriors of Tzeentch fled past him in panic. His expression remained unchanged, his manner uncaring, even as the first Champions of Khorne strode past him, hacking at their fleeing enemy. Then, just as a particularly large Champion of Khorne was about to use his axe to relieve Volgular of his head, the Sorcerer raised his arms and uttered a single cry like the crackle of arcing electricity.

Pink lightning danced in the air about him as the Champion of Khorne dropped his weapon and turned to run. But it was too late for him, and too late also for the other Champions of Khorne. The Pink Fire of Tzeentch found them one by one and consumed them utterly. And once all of Khorne's Champions were slain Volgular turned his attention to the Beastmen and the Warriors, the massed units of the Blood God's Horde.

Unit after unit disappeared under the blazing fire of Tzeentch's Fire Storm, and from their ashes grew skittering Pink Horrors who immediately turned to rend the sorry remnants of Khorne's army.

TRANSFORMATION OF TZEENTCH

Spell Level: 3
Magic Points: D4+2
Range: 12"
Magic Save: Yes

This spell can be cast up to a distance of 12" and strikes the first model in its path. The victim is entitled to a magic save to avoid the horrendous effects of the transformation. If he fails his saving throw, the victim falls to the ground where his body lies helpless twitching and jumping with magical discharge. His frame erupts with spontaneous mutations which grow and change with such speed that it is scarcely possible to recognise one before another bursts forth and obliterates it. Within a matter of moments the tortured body of the victim is destroyed, leaving only a ruin of flesh, feather, slime and indescribable organic refuse. A model slain in this way may not make the usual 'casualty recovery' test after the game - he is unavoidably dead.

TZEENTCH'S FIRE STORM

Spell Level: 4
Magic Points: 2D6+6
Range: 24"
Magic Save: Yes

A fire storm has a range of up to 24" and will automatically strike the first target in its path - the target can be either a unit or a single model. The target is engulfed by pink flame and destroyed - only a scatter of pink ash remains. At the start of the Tzeentch player's subsequent turns a Pink Horror grows from the ash. While Pink Horrors that have grown from the ash remain stationary, their unit grows by 1 model a turn. As soon as the unit moves no more Pink Horrors grow from the ash. It is therefore up to the player how many Pink Horrors he resurrects from the pink ash - obviously, the longer he waits, the more Pink Horrors will appear.

MAGIC ITEMS OF TZEENTCH

Of all the Powers of Chaos, Tzeentch is the most enthusiastic and accomplished practitioner of magic. His Champions are often accomplished Wizards, and even those who have no magic powers themselves may be gifted with a magical item of Tzeentch.

GLOBES OF CHANGE

A Globe of Change is made from vitrified warpstone. Warpstone is the raw stuff of the Realm of Chaos; large chunks of it were sucked into the material world with the collapse of the Slann's warp gates. Most of this material ended up scattered over the entire world as fine black dust, but larger pieces are sometimes found. Warpstone is pure magical energy, and its ability to cause change is very great indeed. The Globe of Change looks like a black glass ball with the rune of Tzeentch carved over its surface forming a complex interlocking pattern.

A Globe of Change can be thrown up to 6". Roll to hit the target using the thrower's BS as normal. If the spinning ball hits its target it explodes and releases all of its magical energy at once. The target falls to the ground and his body starts to mutate at a phenomenal and rapidly increasing pace. An intense field of magical energy surrounds and incapacitates the victim. Nothing can penetrate the field and the model can do nothing for the remainder of the game. The victim is removed from play but he is not harmed and is not considered as a casualty at the end of the game.

Once the game is over the field breaks down, and the victim may rejoin his warband. However, he is not completely unaffected by his experience, because he is left with D6 randomly generated Chaos Attributes. A Globe of Change can only be used once, after which it is completely burned away.

ADRIAN SMITH

CORDIAL OF TZEENTCH

The Cordial of Tzeentch is made from water in which is dissolved the ground remains of a feather or claw from a Lord of Change. Only the Greater Daemons of Tzeentch can make a Cordial of Tzeentch. A creature which swallows the Cordial rolls a D6 for each characteristic on its profile. The characteristic changes as shown on the chart below. Some characteristics will go up, others will go down, it is all down to chance!

D6 Roll	Characteristic
1	-2
2	-1
3	+1
4	+1
5	+2
6	+3

No characteristic can be reduced to below 1 or raised to more than 10. These changes last for one day, which for game purposes is assumed to be the duration of a single game.

WARPSTONE CHARMS

Warpstones are rare and much sought after by the forces of Chaos and by many Wizards. They are made from pure magic and they can be made to release that power if used properly. A Warpstone Charm consists of a piece of Warpstone fashioned into a ring, circlet, or some other ornament. The rune of Tzeentch is carved into its surface, an act which allows the mutating powers of Tzeentch to flow from the Realm of Chaos and through the dark gem into the world.

A model wearing a Warpstone Charm can use it once per game to retake a single dice roll or test, such as a magic saving throw, an armour saving throw, or a to-hit or damage roll. The player may add plus or minus 1 to the dice result. A Warpstone Charm can only be used once during a game, although a model can carry several Warpstone Charms entitling him to several, separate re-rolls.

ROD OF TZEENTCH

The Rod of Tzeentch consists of a long staff, at the top of which is a bright blue jewel fashioned in the shape of an eye or like the Rune of Tzeentch. The Rod has the power to transfix and immobilise an enemy engaged in hand-to-hand combat with its bearer. The bearer must use one of his attacks to attempt to transfix the enemy model - this is worked out before any blows are struck by either side. The enemy must take a 2D6 test against his will power - as for a normal magic save. If he is successful there is no effect - he resists the Rod and continues to fight normally. If he fails the test, the victim is immobilised for the rest of the turn - he cannot fight back in hand-to-hand combat and any blows struck against him will hit automatically.

If the character has a Chaos or Daemon weapon, the Rod is combined with the weapon as a glowing blue eye rune at the tip of the blade. It has the same effect as a normal Rod. If the character has Chaos Armour, the Rod can be combined with that instead as a blue eye in the centre of the breastplate.

ADRIAN SMITH

Every quarter of Praag was alight with a dozen fires and in many places the separate blazes met to form one huge conflagration. Flames leapt easily across the narrow divides between the shingle roofs, so that no sooner was one house alight than that its neighbour followed until whole streets were ablaze. Pillars of sparks climbed into the night air and fell back to kindle fresh fires in other parts of the city. Watchmen handed out thick blankets and brooms for beating the fires, others supervised the distribution of sacks of sand or pails of urine for dousing flames. Those few with fire-fighting experience carried grappling hooks and long poles to demolish burning buildings or to pull down sound constructions to create fire-breaks.

'By all the Gods we need water', exclaimed Nikolai wiping the oily soot from his face. He watched as the seventh house in Silversmiths Street crashed to the ground. Broken timbers still blazed in places, but the old women and children were already smothering the flames with loose soil. He noticed that his hands were bleeding where he had pulled upon the coarse hemp ropes.

'Precious little chance of that,' replied Andre. Like Nikolai he was stoutly built, strong and above medium height. He too was covered with soot and grime, and his leather jack was torn where a tall leaded-glass window had fallen over him. He hoisted a heavy iron grappling hook over one shoulder and picked up a spade with the other hand.

'Saddlers Row next,' said Nikolai. They both looked at the sky, their eyes searching for any sign of a change in the wind that might carry sparks to fresh parts of the city. Andre nodded. Wearily they moved off towards the west leaving the locals to deal with any remnants of fire that remained. Reaching the end of Silversmiths Street they turned past the ruins of the shrine of Taal heading north along Temple Street. This area had been gutted the previous night when a barrage of magic fireballs struck the centre of the city. Amongst the rubble tiny flames of magical discharge still licked at the tumbled masonry.

As they approached Saddlers Row the ruins gave way to closely packed streets with wooden walkways raised above ground level. The overhanging upper stories of the ancient buldings seemed to poise precariously above their heads, some buildings reaching so far over that they met their opposite neighbour and formed an arching roof.

In normal times this was a warren of thieves and rogues, where only the the very poorest and most desperate of Praag's people lived. It was one of the oldest and one of the most crowded parts of the city and one which Andre and Nikolai would have normally avoided. Tonight the street was deserted so that Nikolai and Andre marched along in eerie silence.

At the end of Saddlers Row the street gave way to a small cross-roads. Here a small crowd had gathered. They were an ugly, bedraggled mob. Many of them were marked by disease or injury. Some bore the scars of the branding iron marking them as thieves, beggars and prostitutes. All over the city the townsfolk were forming groups to help fight the fires, but no-where had Nikolai seen such a sorry and hopeless band.

'Ho there,' called Nikolai as they approached the crowd. 'Have you any buckets or brooms? Is there any sand or soil - you might have made a pile of earth at least.'

The people, who seemed completely unprepared in every way, remained still and silent as if stunned. The firefighters drew closer and as they did so a voice rang out from behind them.

'They will not help you'.

Nikolai and Andre turned round to find that only ten paces behind them stood the unmistakable form of a Champion of Chaos. The Champion was huge, fully a head taller than either man. Although the shadows partially hid him, the warrior's armour shone in the firelight and its reflection seemed to dance over the metal surface revealing a complex pattern of interwoven decoration whilst sparks of light glistened upon enamel details and carefully inlaid jewels. The warrior's helmet enclosed his head completely, but through the dark eye-slits a tiny glimmer seemed to sparkle with gem-like intensity. The Warrior stepped forward into the full ruddy light of the blazing city.

'They will not help you,' he repeated, his soft voice held a faint trace of the Empire dialect as spoken by its southern nobility. The Champion drew his broad-bladed sword from its jewel-encrusted scabbard. As he did so four other shapes emerged from the shadows. Two of these were beastmen, their bodies thick with dark fur and clad in well worn chain armour over stained jerkins of leather. One carried a shield upon which was painted a flaming skull and both hefted long swords glimmering with firelight. The other two might have been human once but no-more: one seemed to have an extra pair of arms but it was hard to tell as his whole body was covered with long scarlet fur; the other had the form of a man but the chitinous shell, claws and eye-stalks of a crab. The crabman shuffled forward with a strange clattering noise.

With an unexpected crack Andre threw his grappling iron at the crabman, striking him between the eyes. The creature emitted a strange inhman squeal as the hook embedded itself in its carapace. The crabman lunged forward, angrily brandishing heavy clawed arms. There was a brief gurgling scream followed by a crunching noise as it pulled Andre's head from his shoulders and threw it to the ground. Nikolai turned hastily to the crowd, hoping to find allies amongst the townsfolk of Praag - but instead he found only empty eyed and uncaring silence. The Chaos Warrior shook his helmeted head and laughed slowly.

'What hope is there for you now?' said the Champion. 'No more than these poor folk ever had, abandoned, desperately suffering in your proud city of Praag. It was they who opened the sewer gates and let us through. You see, they have nothing to lose because disease and poverty have taken everything that ever made them human. Look into their eyes now!'

Nikolai turned and suddenly realised that the crowd had somehow enveloped him as the Champion spoke. They were all around him, pressing in upon him with their reeking breath and filthy rags. He tried in vain to push them away but it was no use, their hands pulled and tore at his clothes and skin, and their fists beat him to the floor next to Andre's body. Before the darkness finally took him he heard the Champion's low laughter and recognised for the first and last time the hatred in the eyes of the poor of Praag.

RICK PRIESTLEY

STEPHEN TAPPIN

CHAMPIONS OF CHAOS

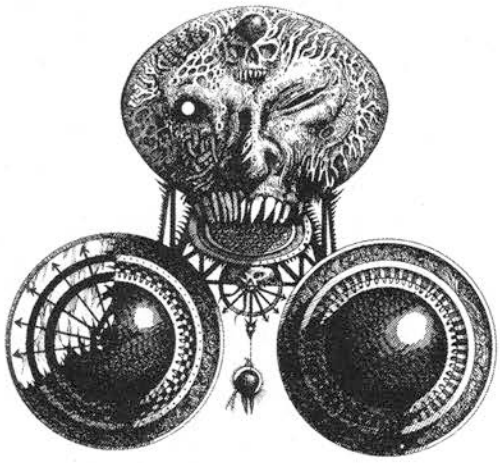
The Champion of Chaos is either a warrior or a wizard who serves a Chaos Power. The ordinary, unadventurous inhabitants of the Old World have a deep rooted horror of all servants of Chaos: as well they might, for nothing threatens their cosy existence as much as the energy of Chaos! Chaos offers power to the ambitious, to the adventurous, and to those who thirst for conquest and glory. To some, Chaos offers hope in an unfair world where justice, wealth and happiness are the prerogatives of a privileged few, and where the only escape from starvation or persecution lies in the egalitarian favours of Chaos. For Chaos judges its servants on merit alone and rewards them accordingly.

THE MARK OF CHAOS

The road to power begins by offering body and spirit to Chaos: either to an individual Chaos Power, or to Chaos as a whole. Not all who choose to dedicate themselves are accepted, and those who do not choose a specific Power are less likely to be successful. Often it takes a spectacular deed of courage to attract the attention of the Chaos Powers. If the candidate is accepted he receives the *Mark of Chaos* from his Chaos Patron. This is the Patron's own Mark. Each Patron has his unique Mark, conferring some beneficial ability or characteristic. As well as the Patron's Mark, the Champion also receives a *Chaos Attribute*. Chaos Attributes are physical changes or other mutations. An Attribute can be beneficial or otherwise, representing the ability of Chaos to change and mutate for good or ill.

THE WARBAND

Once a Champion receives the Mark of Chaos he begins to attract followers. Followers are often lesser servants of Chaos such as Beastmen. These creatures serve the Chaos Powers and their appointed Champions. Followers can also include humans and other warriors or wizards who are not Champions themselves, but who have chosen to serve Chaos by joining a Chaos Champion. The Champion's followers form his personal retinue of troops, and together they are known as a *Chaos Warband*.



SERVING CHAOS

The Patron communicates with his Chaos Champions by means of dreams, visions, portents or divination. The link between the Champion and his Patron is tenuous and irregular, so it is rare for Patrons to give direct orders. The Chaos Powers use their Champions to further their aims in the Warhammer World. Sometimes Champions are sent to kill a certain enemy, destroy a town, steal some magic artifact, or defile the temple of a rival. On other occasions the Warbands fight amongst themselves, competing for the favours of their Patrons and expressing their devotion in battle. The Champion's life becomes an endless series of battles, raids and quests.

THE CHAMPION'S FATE

A successful Chaos Champion will attract the attention of his Patron who will then reward him in a suitable way. Rewards can include fabulous weapons, daemonic followers, or all kinds of uncanny super-human abilities. These largely advantageous rewards are called *Gifts*. However, rewards are not always beneficial, as will become all too obvious, they can cause further mutations and malformity. These mutating rewards are called *Chaos Attributes*. Chaos Attributes represent the risk of consorting with the Chaos Powers - energy causes change and change is not always beneficial.

If a Champion is very successful and very lucky his Patron will favour him with rewards which are Gifts, and he will manage to avoid the worst excesses of mutation caused by Chaos Attributes. Such a person receives the ultimate reward of all - immortality! The Champion becomes an immortal Daemon Prince and enters the Realm of Chaos to sit alongside his master. The new Daemon Prince leaves the mortal world, but his followers still continue to revere and respect him, but now as the powerful immortal that he has become. The former Champion may even grant special favours to members of his old Warband, and might raise one of its members to the status of Champion. In this way a Champion can gain immortality and become a new Chaos Patron in his own right.

Few Champions are mighty or fortunate enough to attain daemonhood. For most, the end comes all too soon and bloodily. The majority of Champions fall in battle and count themselves fortunate to have tasted the power of Chaos if only for a little time. For others the endless mutation caused by Chaos Attributes destroys their bodies and minds; they end their days insane and mindless, and their Patrons desert them. These unfortunates are the Chaos Spawn.

THE PLAYER AS CHAMPION

To take part in the battles and adventures of *The Lost and the Damned* each player creates a Chaos Champion and his Warband. The players fight each other, the winning Champions gain the favour of their Patrons and are rewarded for their service. As Champions grow in strength, followers flock to their Warbands and they become more and more powerful.

Eventually some players will lose their Champions through battle or because they are rewarded with too many Chaos Attributes and turn into Chaos Spawn! If a Champion is lost the player can start again with a new Champion, so he is not out of the game for good, although he has suffered a temporary set-back.

The most skilful and successful player will take his Champion to immortality as a Daemon Prince. The objective of the game is therefore for each player to steer his Champion from adventure to adventure until he achieves immortality. However, there is no fixed end to the game because new Champions can be created and begin their path to daemonhood at any time. As players create more Champions their adventures become increasingly involved, and the games unfold into a complex story of heroism and battle, with plots and interaction between the Champions just like a novel.

HOW TO CREATE THE CHAMPION

To create a Chaos Champion you will need a paper and pencil to note down profiles and attributes and a D6, D10, and D100 to generate the various characteristics, attributes, and so on. You will also need access to the various tables and charts. These are all given in the *Summary of Tables* section of the book. The *Starting Equipment*, *Chaos Rewards*, *Gifts of Tzeentch* and *Gifts of Nurgle* tables are also given on the following pages, but are printed in the *Summary of Tables* section for reference.

1 Generate the Champion's starting profile using the *Starting Profile Table*. Players can always elect to start as humans with a basic profile if they prefer. The character's initial weapons and equipment are generated using the *Starting Equipment Table*.

2 The Champion receives the *Mark of Chaos* from his Patron. This varies from Patron to Patron, but normally consists of the specific Patron's Mark plus a random Chaos Attribute. The Marks of all four Chaos Powers, plus Chaos in its undivided glory, are given in the table to the right for your convenience. Those for Khorne and Slaanesh have already been covered in *Slaves to Darkness*.

3 The Champion is ready to receive his initial followers. Go to the *Retinue Table* and roll once. The Champion and his new followers become the player's Chaos Warband, ready to fight in the service of their Patron Power.

4 The players are now prepared for the great battle of supremacy! Players pair off and fight battles by mutual arrangement. Although players can simply line up their Warbands and fight it out over a bare tabletop, it is far more interesting if a reason for each battle is invented and appropriate scenery provided. The *Narrative Campaigns* section of this book describes some detailed plots which lead to battles and shows you how to invent your own plots, write interlinking stories, and keep records of each Champion's progress.

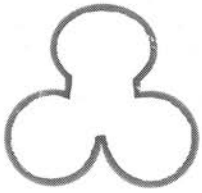
The Mark of Khorne

The new Champion of Khorne receives a suit of *Chaos Armour* from his Patron. Chaos Armour has a D6 saving throw of 4+ and is effective even against magic attacks from daemons or magic weapons. If the Champion is a Wizard he immediately loses his highest magic level, all spells from that level, and 3D6 points from his Power Level. The Champion of Khorne also receives a random Chaos Attribute.

The Mark of Slaanesh

The new Champion of Slaanesh becomes more self-assured and determined. His will power is increased by +1 to show this. The Champion also receives a single random Chaos Attribute.

The Mark of Nurgle

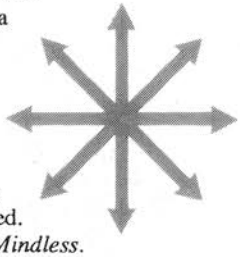


The new Champion of Nurgle grows in height and girth until his physique is impressively robust as befitting his status. His toughness is increased by +1 to indicate his improved constitution. The Champion also receives a random Chaos Attribute.

The Mark of Tzeentch

The new Champion of Tzeentch receives a random magic item from his Patron - see the *Summary Section* for the complete random magic item chart. It is possible that the Champion is unable to use the item generated - the item must be retained none the less, as to refuse the Mark of Tzeentch invites immediate destruction. The Champion also receives D3 random Chaos Attributes - as the Lord of Change Tzeentch is inclined to mark his Champion with mutating effects.

The Mark of Undivided Chaos



If the new Champion chooses to worship Chaos in its undivided glory, rather than a specific Chaos Power, then he receives a random Reward from the *Chaos Rewards Table*. He also receives a random Chaos Attribute.

If the Champion's Mark of Chaos gives him an attribute which turns him into a Chaos Spawn the result should be re-rolled. For example, *Chaos Spawn* and *Mindless*.
A Champion's Mark of Chaos cannot increase leadership, intelligence, cool or will power above 10.

EQUIPMENT TABLE

This table is used to determine the weapons and armour already possessed by a character when he becomes a Champion of Chaos. This may be nothing but a simple sword, or it might be a full suit of armour with a selection of deadly weapons.

1 Firstly, determine how much you have to spend on equipment from the chart below.

Profile	Points to spend
5 Hero or Wizard	D6+1
10 Hero or Wizard	D6+2
15 Hero or Wizard	D6+3
20 Hero or Wizard	D6+4
25 Hero or Wizard	D6+5

2 Note down the result and choose equipment from the table below. Players are free to choose whatever equipment they wish, but it is a good idea to choose items which match your Champion model.

ITEM	COST
Sword or other hand weapon	1
Shield	1
Suit of light armour	2
Suit of heavy armour	3
Horse	3
Warhorse	6
Armoured barding for Warhorse	4
Giant Wolf Mount (if Goblin)	8
Each additional hand weapon	1
Double-handed axe or sword	2
Flail	2
Halberd	2
Lance	2
Spear	1
Bow with arrows	2
Short bow with arrows	1
Long bow with arrows	3
Crossbow with quarrels	3
Javelin or throwing spear	1
Throwing dart or knife	1
Repeating crossbow if a Dark Elf	4
1 randomly generated magic item if a Wizard..	6

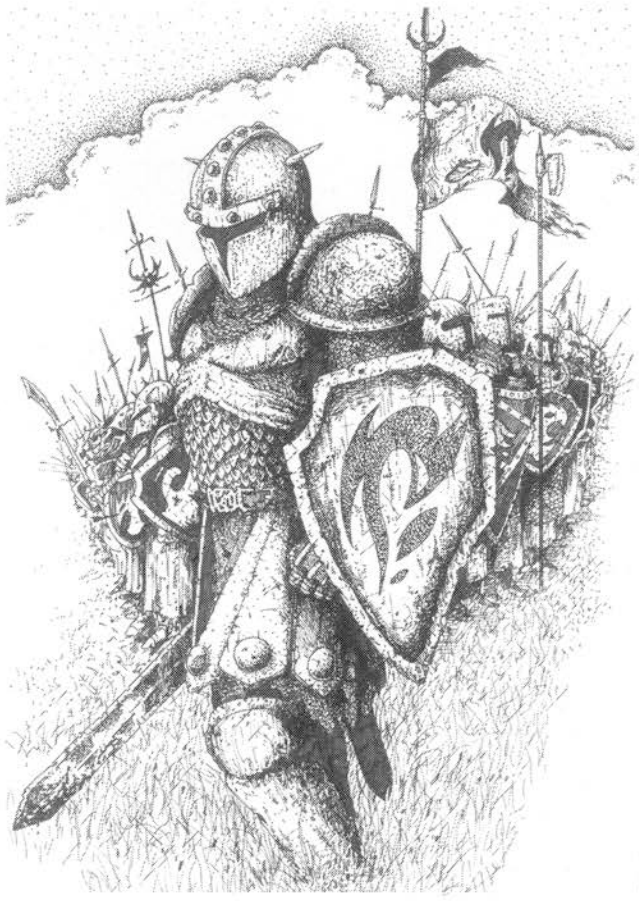
The equipment generated from this table is of a type appropriate for a character about to set foot upon the Chaos Path. So it does not include outlandish weapons or devices such as stone throwers, fire-throwers, and other machines of war. Similarly, it does not include chariots or magic equipment (other than for Wizards) as these items can be earned by the Champion during his service.

GAINING EQUIPMENT

Every time the Champion gains a reward from his Patron the player rolls a D6.

D6	Result
1,2,3	No extra equipment is gained this time
4,5,6	D6 points of extra equipment may be chosen

This represents the result of wealth and actual equipment gained by looting defeated enemies, or items pillaged during the Champion's travels. Additional equipment can be bought and passed on to a follower if the player wishes. If the Champion discards equipment in favour of new equipment (eg. light armour for heavy) then the value of the old equipment cannot be redeemed, but the item can be passed on to a follower.



BILL THORNHILL

THE CHAMPION'S PROGRESS

1 After each battle the two players get together and determine the fates of their Champions. A winner and loser is established and appropriate tests are made to find out if casualties are dead or injured. How to establish winners and injuries is described later. The players then determine if their Champions are entitled to further Rewards from their Patron. Use the *Victory Table* to determine if your Champion is entitled to any and, if so, generate them from the *Chaos Rewards Table.*

2 Each time your Champion receives a reward from his Patron, one of his followers also receives a reward. Roll the reward on the *Followers Reward Table.* The player may award the reward to any of the Champion's retinue - the choice is up to the player.

3 Every time the Champion receives a further reward from his Patron the player is entitled to roll for more followers as well. Roll a D10.

- 1-5 No new followers join the Champion this time.
- 6-8 New followers join the Champion's retinue. Roll once on the *Retinue Table.*
- 9-10 Many new followers join the Champion's retinue. Roll twice on the *Retinue Table* to determine them.

4 Every time the Champion receives a reward from his Patron, he can roll for additional equipment for himself and/or his followers. On the D6 roll of a 4 or more, the player is entitled to choose D6 points of additional equipment from the *Initial Equipment Table.*

THE EYE OF GOD

1 Champions continue to fight each other, gaining rewards and new followers, until his Chaos Patron rewards him with the *Eye of God.* When this result is rolled the Champion is judged by his Patron. The Patron weighs his mighty deeds against the corruption which Chaos has wrought on his body and mind. He also considers the number of rewards that he has granted the Champion, and compares those rewards which are Gifts with those which are Chaos Attributes.

2 If the Champion has 6 or more Gifts but less than 6 Chaos Attributes then the Champion has pleased his Patron. The Patron rewards his Champion with immortality. The Champion leaves the mortal world and becomes a Daemon Prince. If the Champion has 6 or more Chaos Attributes then the Patron decides his slave is no longer worthy to serve as one of his Champions. The Patron rewards his Champion by turning him into a Chaos Spawn.

3 If the Champion has less than 6 Gifts and less than 6 Chaos Attributes then his Patron reviews his progress with interest and allows the Champion to continue in his service. The Patron rewards the Champion by giving him a Chaos Weapon with 1 randomly determined property. If the Champion is a Wizard he also receives +1 attacks and +1 wounds. Champions, other than Wizards and Champions of Khorne, are given the powers of a Wizard with a magic level of 1 and the associated number of spells and magic points. Champions of Khorne are given a Collar of Khorne plus a Fleshhound instead; second and subsequent gifts of collars may be passed on to a follower.

RECORDING AND PASSING ON REWARDS

A reward gained for a second or subsequent time can usually be passed on to a follower. Some rewards can be gained several times as noted in their descriptions. A gift or attribute which has been passed on still counts as a gift or attribute towards the Champion's total, and is taken into account under the *Eye of God.* Players must therefore keep a running total of the attributes and gifts they have received.

DEATH OF A CHAMPION

Chaos Champions live fast and battle-torn lives. Their glory, though great, is invariably brief - like a blazing shooting star that expends itself in a moment of self-destructive splendour. Inevitably players will lose Champions in battle and inevitably, some will become Chaos Spawn and cease to be Champions. A few, the lucky ones, will burn such a bright path that their Patron will take them to his bosom, granting them immortality as Daemon Princes of the Realm of Chaos.

Whenever a Champion is killed, reduced to a Chaos Spawn, or immortalised as a Daemon Prince, the player creates a new Champion. There are two options:

1 The player can start again from scratch by creating another Champion of either the same or a different Patron Power. The old Warband breaks up and its members drift away and take no further part in the game.

2 The player nominates one of the Champion's followers as his successor. The successor becomes a Champion of the same Patron and receives the Patron's Mark and Chaos Attribute. The Champion does not receive the new followers that join a newly created Champion, but takes over the old Champion's Warband. Once he has led the Warband in battle, he receives further followers and rewards from his Patron just like any other Champion.

The second option is especially attractive if you have a Warband with an interesting history. The Warband becomes as important as the Champion, and several of its number may even rise to the status of Champion or Daemon Prince!

THE DAEMON PRINCE AS PATRON

The new Daemon Prince does not abandon his mortal followers altogether, but continues to follow their progress with affectionate interest. The Warband, for their part, take great pride in the achievement of their former Champion, and continue to talk about his deeds and their own part in them. The Daemon Prince's former followers often choose to adopt him as a kind of intercessionary between themselves and the Powers of Chaos. If a Daemon Prince feels a particularly strong attachment to his successor, he can act as a Chaos Patron on behalf of the Powers of Chaos. The new Champion continues to receive rewards and followers, but from the Daemon Prince rather than another Chaos Power. This option of allowing a Daemon Prince to become a Chaos Patron is discussed in detail later, together with instructions on how to create a Chaos Rewards Table and a Chaos Pantheon of your own.

CHAOS REWARDS TABLE

This table is used to randomly generate a Chaos Reward for a Champion. Roll a D100 and consult the table below.

01-40 CHAOS ATTRIBUTE

The Champion receives a *Chaos Attribute*. Randomly generate the attribute from the *Chaos Attribute Tables*.

41-00 CHAOS GIFT

The Champion receives a *Chaos Gift*. Read the result from those below. If the Champion has a Chaos Patron he can exchange a gift rolled on this chart for a randomly rolled result from the appropriate Gift Table for his Patron. He is bound to accept the randomly rolled result even if it turns out to be a *Chaos Attribute*. The *Eye of God* cannot be re-rolled in this way, the Champion must stand in judgement before the Powers of Chaos as described

41-43 FRENZY

The Champion and all the current members of his Warband become subject to frenzy. Second and subsequent gifts of frenzy reduce cool by -1 to a minimum of 2.

44-48 DAEMON WEAPON

The Champion is gifted with a Daemon Weapon. A Champion can be gifted with up to two Daemon Weapons, but if he receives a third then the two already in his possession are merged into a single mighty blade. Unless the Champion is a follower of Khorne, he may forsake the Daemon Weapon in favour of a randomly generated magic item.

49-53 CHAOS ARMOUR

The Champion is gifted with Chaos Armour which confers a D6 saving throw of 4, 5 or 6. Chaos Armour is effective against magical attacks such as blows from daemons and magic weapons. Chaos Armour can be worn by a wizard without affecting his abilities in any way.

If the Champion already has Chaos Armour its saving throw is increased by +1. In addition, there is a chance the armour will become bonded to his body. On the D6 roll of a 4, 5 or 6 the armour fuses with the Champion's body, increasing his toughness by +1.

54-58 DAEMONIC STEED

The Champion is gifted with a Daemonic Steed to ride into battle. If the Champion has a Patron he may choose to ride his Patron's Daemonic Steed: a Jugger in the case of Khorne, a Mount of Slaanesh for Slaanesh, a Palanquin of Nurgle for Champions of Nurgle, and a Disc for Champions of Tzeentch. Alternatively, the Champion can choose a Chaos Steed as described in *WFB*.

The steed can be given Chaos Attributes if the player wishes. Roll a D6 to determine the maximum number of attributes the creature can have. The player may generate up to this number of Chaos Attributes. The player does not have to generate the full number of attributes or any at all if he does not wish to do so, however an attribute cannot be refused or exchanged once it has been generated.

A second or subsequent Daemonic Steed can be given to one of the Champion's retinue. Alternatively, it can be used to pull a chariot, or held in reserve to be used if the Champion's own steed is slain.

59-63 CHAOS SPAWN

The Champion is gifted with D6 Chaos Spawn to use in whatever manner he chooses, for example as mounts, fighters, beasts of burden, or to pull chariots.

Generate the Spawn randomly using the *Creature Table* in the *Summary of Tables* section. Apply D6+6 randomly generated Chaos Attributes and reduce intelligence to 1.

Spawn are simple-minded creatures whose loyalty to their Champion is as absolute as it is endearing. So long as the Champion is alive they will obey his every command, but if he is slain they run riot, attacking the nearest creatures whether friend or foe. They will not attack each other unless there is no alternative target within charge range.

64-69 STRENGTH

The Champion is gifted with great strength! Add +3 to the Champion's strength up to a maximum value of 10.

70-85 GIFT OF THE GODS

The Champion has come to the special attention of his Chaos Patron assuming he has one. Refer to the Patron's Gift Table and randomly generate a gift from the Patron himself. The resulting gift cannot be refused, even it is a Chaos Attribute.

If the Champion has no Patron then he cannot have a Gift of the Gods. The result is re-rolled - if *Gift of the Gods* is rolled for a second time then the Champion is rewarded with a Chaos Attribute instead.

86-90 DAEMONIC CREATURES

The Champion is gifted with D6 Chaos Hounds to follow him and his Warband into battle. If the Champion has a Chaos Patron then he can choose 1 of the creatures of his Patron instead of the Hounds: a Fleshhound for Khorne, a Fiend for Slaanesh, a Beast for Nurgle, and a Flamer for Tzeentch.

The creatures can be given Chaos Attributes if the player wishes. Roll a D6 to determine the maximum number of attributes the creature can have. The player may generate up to this number of Chaos Attributes. The player does not have to generate the full number of attributes or any at all if he does not wish to do so, however an attribute cannot be refused or exchanged once it has been generated.

91-00 THE EYE OF GOD

The Powers of Chaos turn their attentions to the Chaos Champion, weighing his deeds against his usefulness, and deciding what will be his fate. The Champion cannot refuse the Eye of God as he can other Gifts, but must stand before the Powers and receive his judgement.

1. If the Champion has 6 or more Gifts but less than 6 Chaos Attributes then the Champion has pleased his Patron. The Patron rewards his Champion with immortality. The Champion leaves the mortal world and becomes a Daemon Prince, sitting alongside his Patron in the Realm of Chaos.

2. If the Champion has 6 or more Chaos Attributes then the Patron decides his slave is no longer worthy to serve as one of his Champions. The Patron rewards his Champion by turning him into a Chaos Spawn.

3. If the Champion has less than 6 Gifts and less than 6 Chaos Attributes then his Patron reviews his progress with interest and allows the Champion to continue in his service. The Patron rewards the Champion by giving him a Chaos Weapon with 1 randomly determined property. If the Champion is a wizard he also receives +1 attack and +1 wound. Champions, other than wizards and Champions of Khorne, are given the powers of a wizard with a magic level of 1 and the associated number of spells and magic points. Champions of Khorne are given a Collar of Khorne plus a Fleshhound instead; second and subsequent gifts of collars may be passed on to a follower.

STEPHEN TAPPIN

GIFTS OF NURGLE

A Champion of Nurgle can refuse a Chaos Gift (except *Eye of God*) in favour of a randomly generated *Gift of Nurgle*. Once a Gift of Nurgle has been generated it cannot be refused, even if it is a Chaos Attribute. To invite the Power's wrath by attempting to refuse a Gift would be very foolish indeed!

01-06 FACE OF NURGLE

The Champion's face changes so that he now resembles the great Chaos Power Nurgle himself! His flesh becomes swollen and green, his eyes become distended, and his skin turns leprous and slimy. He acquires a long lolloping tongue tipped with a tiny face. His unlovely appearance causes fear.

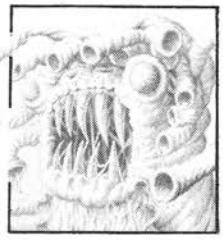
07-15 BITING TONGUE

The Champion's tongue grows so that it is long, thick and cylindrical, and its tip develops a ring of snapping teeth. This confers a strength 4 bite attack. The Champion's tongue can retreat right into his body ready to shoot out and bite an unwary adversary.

16-20 FACE OF A PLAGUEBEARER

The Champion's face changes into that of a Plaguebearer. His skin turn green and putrid, his eyes merge into a single orb, and a horn sprouts from his forehead. When he charges into combat he has an extra gore attack during the first round with a +2 to hit bonus.

21-24 FACE OF A BEAST



The Champion's face changes into a mass of paralysing tentacles like that of a Beast of Nurgle. This does not affect his sight or other senses. The Champion receives an extra D6 sucker attacks in hand-to-hand fighting. For each sucker hit roll a D6, if the score is more than the victim's toughness it is paralysed. Paralysed models are not killed, but can do nothing for the remainder of the battle. The sticky paralysing fluid released by the tentacles seeps through armour, so no armour saving throw is allowed.

25-30 IMMENSITY

The Champion grows and grows until his bulk forms a miniature version of Nurgle's own corpulent figure. The Champion's obese body gives him +1 toughness because it is so massive. His initiative is reduced by -1.

31-38 NURGLES ROT

The Champion becomes a carrier of *Nurgles Rot*, the degenerative disease that turns living creatures into Plaguebearers. The Champion can pass the Rot on to his enemies in close combat, but does not suffer from its effects himself. If acquired a second or subsequent time, the Rot is passed on to a follower. Unlike Champions, these followers *are* affected by the disease.

39-44 HORNS OF NURGLE

The Champion grows a pair of spreading horns like those of Nurgle and the Great Unclean Ones. These twisted and down-curving horns are not used in combat and serve only to alter the Champion's appearance.

45-49 PLAGUE

The morbid energies of disease are Nurgle's most special gift. The Champion's body is consumed by disease and its energies channelled into Nurgle's service, creating fresh vigour from its own destruction. Roll a D6 to determine the nature of the affliction.

1 *The Death Dance*. The Champion shakes, twitches and throws quaking fits. His weapon skill and attacks are both reduced by -1.

2 *Bulging Eye*. The Champion's eyes bulge and become inflamed, his eyelids become fixed open, and sticky fluids drip down his cheeks. His bow skill is reduced by -1.

3 *Creeping Buboes*. The Champion's limbs and face are covered with huge boils which burst and leave running sores. His movement is reduced by -1.

4 *Crook Bone*. The Champion's limbs become twisted and crippled. He limps or hobbles about and his hands become rigid and claw-like. His strength and toughness are reduced by -1.

5 *Grey Ague*. The Champion's mind begins to rot within his skull. His head begins to split and weep putrescent matter writhing with small dark maggots. The Champion's leadership, intelligence, cool and will power are all reduced by -1.

6 *Green Pox*. The Champion becomes more and more wasted until he is little more than a walking skeleton. His skin becomes green and taut and his lips wither away revealing his teeth. The Champion's wounds are reduced by -1.

If a plague reduces wounds to zero the character is dead. If toughness is reduced to zero all hits will wound automatically. If strength falls to zero all attacks will fail to cause damage. A Champion gifted with several plagues cannot pass them on to a follower unless he receives the same plague twice.

50-57 HIDE OF NURGLE

The Champion's skin becomes green, necrous and leathery. Numerous sores open all over his body. Tears or wounds remain raw and tattered and do not heal. A buzzing cloud of flies gathers around the Champion. In hand-to-hand combat all opponents suffer a -1 to hit penalty due to the flies buzzing into their eyes, ears, mouths and nostrils.

58-63 CROSSBREED WITH BEAST

The Champion mutates into a hybrid creature so that he is half Beast of Nurgle. His head gains sticky tentacles while his lower body becomes slug-like. All of his characteristics change to the average value of his own and the Beast's profile, rounding fractions down to the nearest whole number.

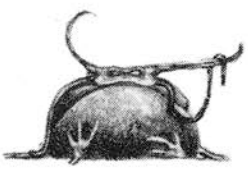
The hybridized Champion retains all of his previous rewards. In addition he gains the sucker attacks described under *Face of a Beast* and he leaves a sticky trail behind him as described under *Trail of Slime*.

64-71 NURGLING INFESTATION

The Champion becomes the host of a group of small Nurglings. They live in the recesses of his armour and clothes, snuggling into his armpits and nestling in his hair. In hand-to-hand combat the Nurglings leap from the Champion's head and shoulders and clamber about his feet, biting and clawing at his enemy. This counts as an extra strength 3 attack made by the Champion. The Nurglings cannot be attacked themselves, and any who are trampled or squashed in the combat are soon replaced. This gift may be acquired by the Champion more than once, and each subsequent infestation confers another attack. Alternatively, a second or subsequent gift can be passed on to a follower.

72-78 FAMILIAR

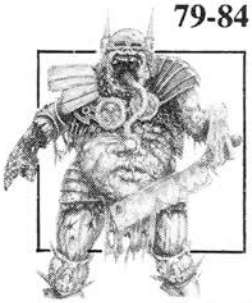
The Champion is gifted with a single corpulent Nurgling as his familiar. Roll to determine the familiar's type using a D100.



D100	Familiar
01-12	Combat
13-34	Magic Focus
35-56	Magic Power
57-78	Magic Spell
79-00	Magic Storage

Rules for familiars are given in the *Slaves to Darkness* volume of Realm of Chaos. A Champion may be gifted with several familiars.

79-84 TRAIL OF SLIME



The Champion leaves a trail of slime wherever he goes. The slime drips off his body or bubbles incontinently from him. Any model directly behind and within 4" of the Champion is adjudged to have stepped in the trail of slime and risks catching Nurgles Rot (see *Nurgles Rot*).

85-93 RUNE OF NURGLE

The fly rune of Nurgle appears on the Champion's forehead or some other prominent part of his body. The rune bursts forth like an inflammation and develops into a fly-shaped mass of boils or sores.

94-97 DAEMONIC NAME

Nurgle honours his Champion by granting him a daemonic True Name. Daemonic names and the generation tables for creating them are described in *Slaves to Darkness*. Second and subsequent rewards make the name longer and more impressive, reflecting the Champion's growing status in the eyes of Nurgle.

98-00 CHAOS ATTRIBUTE

Nurgle perversely awards his Champion with a random Chaos Attribute. Although arrived at as a Gift of Nurgle, this reward is a Chaos Attribute and counts as such when determining a Champions fate under the *Eye of God*.

GIFTS OF TZEENTCH

A Champion of Tzeentch has the option of refusing a Chaos Gift generated from the *Chaos Rewards Table* (except *Eye of God*) in favour of a randomly generated *Gift of Tzeentch*. Roll a D100 and consult the following table Once a Gift of Tzeentch has been generated it cannot be refused, even if it should turn out to be a Chaos Attribute. Players are not permitted to refuse a Patron's Gift, as to invite a Power's wrath in this way would be very foolish indeed, and would certainly result in their immediate destruction!

01-06 FACE OF TZEENTCH

The Champion's face sinks beneath his shoulders and becomes puckered and inscrutable like that of Tzeentch himself. Small eyes and mouths appear on the face and move about, multiply or disappear with bizarre irregularity. His unnerving appearance endows the Champion with an extra fear point.

07-15 FACE OF A LORD OF CHANGE

The Champion develops a long evil-looking hooked beak and grows an impressive crest of feathers on top of his head like a Lord of Change. He also gains an additional bite attack as a result of the vicious beak. The Champion also gains a fear point due to his strange and threatening appearance.

16-22 FACE OF A HORROR

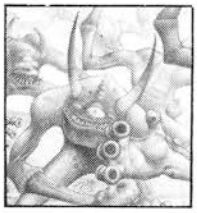
The Champion is gifted with the face of a Lesser Daemon of Tzeentch. His head turns pink or blue, or a combination of both colours, and his face changes so that it resembles a Lesser Daemon of Tzeentch with a massive broad grin like a Pink Horror or a snarling frown and knobbly topped head like a Blue Horror.

23-27 ECSTATIC DUPLICATION

The Champion's arms grow very long and gain an extra joint like those of a Lesser Daemon of Tzeentch. His skin turns pink or and his face acquires the broad toothsome grin of a Lesser Daemon of Tzeentch. If the Champion is slain in combat, his body divides into two Blue Horrors which continue to battle against the enemy for D6 turns, or until they are destroyed. The Blue Horrors then vanish and return to their master Tzeentch in the Realm of Chaos.

Note that the Champion may be determined to be alive after the battle is over and merely injured or unconscious rather than dead (see *Casualty Recovery*). This does not affect the character's *Ecstatic Duplication* gift.

28-33 HAND OF TZEENTCH



One of the Champion's hands changes and develops three long multi-jointed fingers which end in tiny suckers. The thumb has a vicious claw. A Champion cannot use the hand to carry anything, including weapons, but he can make a single claw attack. A Champion gifted a second or subsequent time with a *Hand of Tzeentch* can only pass it onto a follower if all of his hands are already *Hands of Tzeentch*.

34-39 FLAMING ARM

One of the Champion's arms turns into a pliant trunk like that of a Flamer. The trunk has a toothed mouth at the end and spits magical fire. The Champion cannot use the hand to carry anything, but he can use it to make a single bite attack. In addition, the arm can be used to either shoot fire or to burn an opponent in hand-to-hand combat. A shooting flame attack has a range of 6" and can shoot in any direction. If the flame hits its target it causes D6 strength 3 hits. In hand-to-hand combat the Champion rolls to hit as normal, a successful hit causing D6 strength 3 hits. Any unit which sustains one or more wounds from a flame attack must take a rout test.

40-44 THE GIFT OF MAGIC

If the Champion is already a wizard his magic level is increased by 1, he gains an extra 3D6 magic points, and acquires the new spells for that level.

If the Champion is not a wizard then he gains the powers of a level 1 wizard with 3D6 magic points and spells as appropriate.

45-50 RECKONING OF TZEENTCH

Tzeentch surveys his Champion and as he does so his very gaze causes changes. Roll a D6 for each of the Champion's characteristics in turn. On the roll of a 1, 2 or 3 deduct 1 from the characteristic; on the roll of a 4, 5 or 6 add 1. If a Champion's wounds are reduced to 0 he is killed. If his strength is reduced to 0 then hand-to-hand combat hits cause no damage on his enemy. If toughness is reduced to 0 then all hits on the Champion automatically cause damage. If his leadership, cool, intelligence or will power are reduced to 0, the Champion is turned into a Chaos Spawn. In this case he will gain D6 attributes, intelligence is reduced to 0 (if it isn't already), and he becomes subject to stupidity.

51-54 CROSSBREED WITH FLAMER

The Champion mutates into a hybrid between himself and a Flamer of Tzeentch. Roll a D6.

1-2	One arm turns into a flaming arm.
3-4	An additional flaming trunk arm grows from his body.
5	His lower body turns into a fleshy skirt. He now moves as a Flamer of Tzeentch
6	Reroll twice ignoring this result if rerolled.

Apart from movement, the Champion's characteristics are averaged between his current profile and that of a Flamer, rounding fractions down to the nearest whole number. Each flamer arm makes a bite attack with the snapping jaws at its end, and can also make flaming attacks in combat and shoot flames at distant targets in the same way as Flamers.

55-58 MAGIC OF TZEENTCH

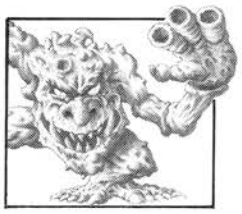
The Champion is gifted with one of the following magic items.

01-25	A Globe of Change
26-75	A Cordial of Tzeentch
76-90	A Warpstone Charm
91-00	A Rod of Tzeentch

The magic item can only be used by the Champion, it cannot be passed on to a follower. See *Magic of Tzeentch*.

59-62 FAMILIAR

The Champion is gifted with a familiar, often the miniaturised form of a Horror. The familiar has D3 Chaos Attributes. Every time the Champion gains another attribute the familiar gains the same attribute. Rules for familiars are in the *Slaves to Darkness* book of Realm of Chaos. Champions can have several familiars.



D100	Familiar
01-12	Combat
13-34	Magic Focus
35-56	Magic Power
57-78	Magic Spell
79-00	Magic Storage

63-69 WINGS

The Champion is gifted with feathered wings like those of the Greater Daemon of Tzeentch, the Lord of Change. The Champion is able to fly through the air. He has a maximum speed of 32", a minimum speed of 0, and an acc/dec rate of 8".

70-77 CHANGING OF THE WAYS

Tzeentch decides that it is time for his servant to assume an entirely different appearance. All current attributes are replaced by the same number of new ones. Any profile modifications gained from the old attributes are retained, and new changes made for the effects of new attributes. This gift cannot be passed on to a follower if gained a second or subsequent time.

78-84 WITHERING GAZE

The Champion has the gaze of the Lord of Change. In hand-to-hand combat, opponents must take a 2D6 test against their cool. If the dice roll is greater than their cool they are unable to look the Champion in the face and all their attacks that round are resolved with a -1 to hit modifier.

85-93 RUNE OF TZEENTCH

The twisting S-shaped rune of Tzeentch is branded onto the Champion's body. Runes of this kind are often brightly coloured or take other interesting forms. Roll a D6 to determine the form of the rune.

1. The Rune glows either blue or pink.
2. The Rune writhes over the Champion's skin as if it were alive.
3. The Rune moves about the Champion's body - sometimes on his head, at other times moving to his arms, legs, etc.
4. The Rune is duplicated thousands of times over the Champion's skin forming a complex interlocking pattern.
5. A horn, shaped like the Rune of Tzeentch, sprouts from the Champion's forehead. This gives him an extra gore attack.
6. Two of above. Reroll to determine the forms the Runes take.

94-97 DAEMONIC NAME

Tzeentch honours his most favoured Champion by granting him a special daemonic True Name. Daemonic names and the generation tables for creating them are described in *Slaves to Darkness*. Second and subsequent rewards make the name longer and more impressive.

98-00 CHAOS ATTRIBUTE

Tzeentch awards his Champion not with a conventional gift but with D3 Chaos Attributes. Although arrived at as a single Gift of Tzeentch, this reward counts either as 1, 2 or 3 Chaos Attributes when determining a Champion's fate under the *Eye of God*. It does not count as a gift.

BILL THORNHILL

The old dwarf was dying, slowly and in great pain. Felix Jaegar looked at the torn and mangled creature and at the trail of blood which vanished up the rocky pathway. He tried to guess what it had taken to drive those broken limbs over the rough ground. It must have taken a super-human effort of will. Felix knew he could not have done it. He would have given up and died.

'Avenge me, strangers. Do not let me die in vain,' gasped the dwarf. Felix could see blood dribbling through his smashed teeth. He reached out to grasp at Felix's leg with the stumps of fingers that had been cauterised in naked flame. Felix looked at the burned meat and fought down an urge to be sick.

'Who has done this, brother?' asked Gotrek Gurnisson in a voice as cold as the north wind. His shadow fell across the dying dwarf's face. It looked at Gotrek's crest of red-dyed hair, his jangling ornaments, his muscular tattooed form.

'The lost kinsmen did it, Trollslayer. They found us as we panned for gold under Rushing Falls. They took us by surprise and staked us out and tortured us. Then they let me go.'

His breath came in painful gasps and there was a horrid gurgling sound deep in his chest.

'I tried to get help. I tried but I cannot walk. They have broken my legs. I am too late to get help and they knew it. Ah my family...'

Felix could see the dwarf was raving, trying desperately to hold on to life, to tell his tale. Gotrek Gurnisson bent and cradled his head with surprising gentleness. The dwarf reached up and stretched out his hand imploringly.

'It was the lost kinsmen. They were responsible. Avenge me, stranger. Free them. It was the lost kinsm... uurhgh!'

His mouth filled with blood and his eyes opened wide. Gotrek laid his head down gently and reached out and closed his eyes.

'It is over. Go to your ancestors, brother. Your spirit is free,' he said.

The Trollslayer stood up and Felix shuddered at the look of fury that passed over his face.

'Rest easy', Gotrek said. 'You will be avenged.'

They made their way through the long windswept pass. Felix pulled his cloak tighter against the dry cold. The northern tip of the Worlds Edge Mountains was the coldest place he had ever been. Gotrek was staring upslope towards the north. A great brooding rage seemed to be driving him onward.

'The lost kinsmen,' he muttered and shook his head.

'Who are they?' Felix asked warily. Gotrek turned and stared at him. Felix could see that his knuckles had gone white where they gripped his axe. Gotrek spat on the ground.

'Don't ask!' he said dangerously.

'I just did,' Felix responded. 'If I'm going to risk my life fighting them I want to know why I'm doing it. Who are they and why do you hate them so?'

Gotrek was silent for a long time. Felix wondered whether Gotrek was going to speak or whether he was going to curse him and send him on his way.

'I do not hate them,' said Gotrek eventually. A complex mixture of emotions was evident in his voice; sadness, embarrassment and hate. 'I hate what made them. I hate what they tell me about myself.'

Felix looked down at him, confused. As they progressed on up the valley, Gotrek continued to speak.

'Long have we dwarfs stood against the Old Dark Powers. From the Dawn Ages to the Time of Ending we have ever been numbered among their greatest foes and for good reason. It seemed that we were immune to that warping power that is Chaos' greatest strength. No children were born in the dwarfholds who bore the taint of mutation. Our armies did not turn into shambling horrors when the tide of Chaos flowed over them.'

He looked up at the distant mountain. 'We thought ourselves immune to the power of the Great Mutator. It was a source of pride. Other races such as short-lived men or treacherous, sybaritic elves might fall under its sway, but not us.'

Gotrek laughed bitterly. 'As with so much else that gave us pride, our seeming immunity played us false. During the last great incursion of Chaos, some of our armies were caught in warpstorms more fierce than any ever remembered. They vanished and we thought them dead.'

Felix knew what was coming. 'They weren't dead, though,' he said.

'Correct, manling. Soon we heard reports that armies of black-clad dwarfs were marching out of the wastes. When we sent armies to aid our allies we discovered it was true. The full power of the Great Mutator had been laid upon our armies and they had changed. Our warriors found themselves fighting their own kinsmen, changed and daemonic. You cannot imagine what a horror that is for a dwarf, manling.'

The Trollslayer fell once more into brooding silence. They stalked on into the gathering gloom. Far, far to the north Felix made out the dancing rainbow aurora that marked the beginnings of the Chaos Wastes.

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With a final blow Felix cut down his opponent. There was a surprising look of gratitude on the creature's face. The first thing that Felix had noticed when he confronted them was the look of sheer misery on their faces.

The last screams of the dying faded. Felix looked up from the corpse of the albino dwarf he had slain. His arm was giving him pain. He tore a strip from his cloak and began to bind the deep cut in his arm. He looked over at Gotrek.

The Trollslayer looked as if he had been working in an abbatoir. He was covered in blood and filth. A lot of the blood was his own. His crest was matted. At his feet lay six small dead figures.

Gotrek came over and stood beside Felix.

'We were lucky,' Felix said, 'to catch them revelling with stolen brandy.'

The dwarf nodded. It had been a close fight. The dwarfs seemed driven by self-loathing and had fought with no concern for their lives.

'We have freed them,' said Gotrek.

'What do you mean?' asked Felix.

Gotrek gestured down at the dead chaos dwarf. Felix could see that a change was coming over it. Its sharp tusks seemed to be retracting and its needle-like teeth had become normal once more. Its pallor had ceased to be sickly white. It was starting to look like an ordinary dwarf.

'Their spirits fight against the grip of the Mutator. In death they are sometimes set free.'

There was a hint of pride in his voice. He bent over and closed the dwarf's eyes.

'It is over. Go to your ancestors, brother. Your spirit is free,' he said gently.

WILLIAM KING

STEPHEN TAPPIN

ARRATIVE CAMPAIGNS

Most players are familiar with the procedures involved when fighting conventional Warhammer games. After each battle the army is packed away to await a further challenge from the same or another enemy. Each battle is fought as a discreet event as if the previous game never happened. This method, coupled with the *Warhammer Armies* lists and points values, is the most practical test of generalship and skill, which is why it is used as the basis for Warhammer Battle competitions organised by Games Workshop.

Narrative campaigns are an entirely different way of fighting battles. They differ from conventional games because there is a *narrative*, ie a story, which explains why the forces are fighting, what they must achieve, and what they will gain if they win. This narrative is partly invented by the players, and partly determined randomly, as explained in the *Narrative Generator* section. Each game forms part of a *campaign,* ie a series of interconnected games. Whatever happens to a force in one battle will affect it thereafter.

Casualties suffered in a battle are not necessarily dead, but they might be badly injured and thus vulnerable in their next battle. This is explained fully in the Casualty Recovery section. Most importantly of all, after every battle the Champions involved may gain Rewards from their Chaos Powers, and may acquire mutations, gifts, and more followers as they develop in fame and experience.

The narrative campaign therefore places each game in a framework or structure which is instantly related to every other game. This structure will immediately make your battles more coherent as well as providing aims beyond those of the individual game. As your campaign progresses, the deeds of your Champions will grow and each battle will become another chapter of an epic tale of heroic combat. The weaving of this tale sets the players a further goal beyond the advancement of their own Champions, and provides a fascinating and rewarding aim in its own right.

A NARRATIVE CAMPAIGN

The simplest kind of narrative campaign is a multi-player campaign played as follows:

1. Each member of your playing group randomly generates their own Chaos Warband which is composed of a Champion and his retinue.
2. Any player can challenge any other player to a battle at any time. The challenged player is entitled to accept or refuse any challenge. Once a challenge has been accepted the players agree a time and place for the game.
3. The Narrative Generator is used to determine the circumstances of the battle, terrain, and any special rules that apply. The generator will also list victory points which can be gained by specific actions.
4. The players fight the battle, recording any victory points as they are gained.
5. After the battle, players test to recover casualties on the Casualty Recovery Table.
6. Players also make a roll on the Chaos Rewards Table for every 10 victory points accrued by their Champion. Excess victory points are held over until the following game.
7. Champions who gain rewards may also gain new followers. These are determined from the Retinue Table.
8. There is a chance that Champions who fall casualty in the game may be recovered by rolling on the Casualty Recovery Table in the same way as other models. If the Champion fails to recover he is slain, and takes no further part in the campaign. His retinue may elect a new Champion from amongst its ranks and continue to fight. Alternatively the player may start from scratch with a new warband.
9. A Champion who becomes a Chaos Spawn as a result of a Chaos Reward may continue in the campaign if the player wishes. A new Champion may be elected from the retinue. Alternatively, the player may start again with a new warband.
10. A Champion who is elevated to daemonhood has achieved the ultimate goal in the campaign. He takes no further part in the game, but his retinue may continue with a new Champion elected from out of its ranks. Alternatively the player may start a new warband.
11. Following each game and after any rewards/followers have been worked out, each player writes an account of the battle from his Champion's point of view. This account is kept by the player as a permanent record of his Champion's achievements.
12. If players are in agreement any player may start a new warband at any time and may have several warbands in play at once.
13. If players wish, warbands can temporarily form alliances in order to fight battles with two or more warbands on each side.
14. If players agree, a warband may start with a larger retinue and a Champion with more than the normal two rewards. For example, players might agree to start with 3 rolls on the Retinue Table and 2 additional rewards. This will give a more substantial game from the start.

BILL THORNHILL

DEVELOPING NARRATIVE CAMPAIGNS

The system described above relies on the Narrative Generator to provide a game plot for each game. This is fine as far as it goes, but is really depriving the players of the most rewarding aspect of the narrative campaign - which is inventing your own storylines.

It is an easy step for the players to decide what each battle is about and to determine any special rules that apply. A story can be invented to tie in each battle, explaining what the warbands have done since their previous conflicts. Even better, the games can be invented by a non-player Games Master (GM) whose only role is to provide details for each battle. The GM does not have a warband of his own, but he still participates by playing hidden monsters, guardians, bandits or other enemies that stand between the players and their objectives. If you read the narratives in the Narrative Generator you will see that the most interesting games have a 'third party' of some kind.

DEVELOPING PERSONAL ENEMIES AND ARCH-ENEMIES

It is quite likely that a Champion model will sustain one or more wounds during a battle and sometimes even be removed from play as a casualty. Although it is convenient to remove casualties and to consider them as if they were slain, a casualty is not necessarily dead, as explained in the Casualty Recovery section. The casualty could merely be unconscious or too badly hurt to continue fighting. This means that Champions who fall as casualties may be lucky enough to recover and continue in the campaign.

If a Champion falls casualty to another Champion, but survives his wounds, he will want to avenge his defeat. The enemy Champion becomes a *personal enemy*. This provides a useful motive for developing further conflicts between the two Champions. In addition, the avenging Champion gains special bonuses if he defeats his personal enemy by causing him to fall casualty. Once two Champions have both fallen casualty to each other (and assuming both survive) they become *arch-enemies*. Arch-enemies take every opportunity to fight each other and earn even greater bonuses when they defeat their foe.

ADDING CAMPAIGN OBJECTIVES

If your campaign is run by a GM, he can invent a long term objective for the players. Some players might have the same objective, others may have an entirely different one, and others still could be told to prevent an objective being accomplished. As the games are being run by an independent GM there is no reason why any player should know what another player's objective is, which in itself will produce some very interesting games. For example, one player may be charged with finding a particular daemon sword, another is told to rescue a magically bound daemon, a third player might be ordered to find the same daemon and then kill it with a daemon sword he has been given... could this be the same sword the first player is looking for?

After each of the participating warbands has fought one game, the GM should ask them what they want to do next. It is a good idea to invent a few locations so that players move to specific places, perhaps meeting and fighting other warbands. The GM can take the opportunity to incorporate special weapons or information into each game, so that each side has something to gain. The Narrative Generator includes a section of special locations, as well as narrative summaries which the GM can use for ideas.

ONE SIDED GAMES

The presence of a GM means that the players don't necessarily have to fight each other. They could all be on the same side, perhaps all Champions of the same or allied Chaos Powers. In this situation the GM must find some way to split the players up, perhaps by imposing a time limit which forces them to divide, or by starting them off at different places. The players must combine to achieve their objective, and will have to cooperate if they are to succeed. This is the most difficult sort of campaign to run because the GM cannot play the individual warbands off against each other: the chances are that they will gang up against him! If the GM is inexperienced he may have a job keeping the players under control. On the other hand the GM is experienced and confident this is probably the most rewarding kind of game of all.

THE NARRATIVE GENERATOR

The Narrative Generator may be used to create the background for your battles. The narrative not only gives your forces a reason to fight, it also gives them something to fight for, such as a treasure or a magical weapon.

In most cases only general details are given. However there are ten examples described in considerable detail to give you an idea of how to use the tables. It is up to the players to expand the raw information into a full narrative account, adding their own details and motives as appropriate, and agreeing special rules to cover the situation.

In order to preserve the story of their own Champion, players should write an account of each battle including details of rewards or followers gained as a result. Players may adopt any literary style they feel is appropriate to their Champion and his deeds, emphasising his victories and achievements in a suitably heroic fashion. Depending on what happened in the previous game, players also invent a reasonable explanation of how the Champion has progressed from his situation at the end of the previous game so as to be present for the next.

SIDES A and B

Because the forces involved might belong to any of the Chaos Powers, some of the entries in the Generator refer to Champions and Powers 'A' or 'B'. You should substitute the names of your own Champions and their Patron Powers when you read the text. Before using the Generator, one Champion must be nominated as A and the other as B. This can be agreed as the players see fit, such as by dicing, for example.

VICTORY POINTS

The victory points system *replaces* the normal system of rewards. The reason we use VPs is simply to allow smaller fractions of a reward: 10 VPs = 1 reward. When a Champion has 10 or more VPs he automatically gains one reward for every 10 VPs. Any excess VPs are recorded and held over until the following game.

The first chart of narrative plots gives specific VPs available for each battle. Players set their own VPs when inventing narratives of their own. In addition, Champions may earn VPs for the following actions during the game. This chart replaces the Earned Rewards Table in *Slaves to Darkness*.

VICTORY POINTS TABLE

Action	VPs
Surviving the game and on the winning side	5
Surviving the game and on the losing side	3
Slaying a Greater Daemon of another Chaos Power	9
Slaying a personal enemy	2
Slaying an arch enemy	6
Khorne	
Slaying a wizard	5
Slaying a follower of Slaanesh other than a Champion	1
Slaying a Champion of Slaanesh	9
Slaying any other Champion of Chaos	2
Slaanesh	
Slaying an enemy by means of magic	1
Slaying a follower of Khorne other than a Champion	1
Slaying a Champion of Khorne	9
Slaying an enemy using *Acquiescence* or *Beam of Slaanesh* spells	5

Action	VPs
Nurgle	
Infecting an enemy with a disease other than Nurgles Rot	1
Infecting an enemy with Nurgles Rot	5
Slaying a follower of Tzeentch	1
Slaying a Champion of Tzeentch	9
Tzeentch	
Slaying a follower of Nurgle	1
Slaying a Champion of Nurgle	9
Slaying an enemy using *Transformation* spell	1
Slaying a personal or arch-enemy	double VPs acquired in this battle

Note that 'slaying' an enemy in a game does not necessarily mean that the enemy is dead - the casualty must still roll on the Recovery Charts to determine what has happened. Victory points are awarded when enemy are slain during the game - it does not matter if casualties subsequently prove to be alive.

NARRATIVE GENERATOR TABLES

The tables in this section have been divided into groups. The first table contains ten detailed accounts complete with special rules and terrain descriptions. These games may be played without further effort, but are primarily intended to serve as examples of how you can develop the narrative around a Warhammer game.

The remaining tables contain briefer accounts which can be used as the basis for your own narratives, as embellishment, or to provide incidental detail. Although the narratives are written to accommodate 2 sides or players, it is an easy matter to adjust detail to fight 3 or more sided games should the players wish.

Where battles take place underground or inside buildings, the narratives may be used without the need to provide special floor plans. However, by using floor plans it is possible to make the encounters more elaborate and interesting, adding corridors and additional rooms to a basic large chamber. This in no way affects the rules of play, but immediately makes these games interestingly different from straight tabletop encounters.

The five narrative tables that follow are designed to be used for battles between warbands, although similar ideas can be developed for large battles between whole armies.

Detailed Narratives Table: Contains ten detailed accounts complete with special rules and terrain descriptions. These detailed accounts provide all the information needed to play.

Narrative Outlines Table: Gives twenty basic outlines for encounters between Champions and their warbands. You can develop these into fully fledged narrative encounters with the help of the other tables, and by adding some special rules and appropriate victory points.

Narrative Locations Table: Ten locations in which you can fight the battles rolled on the Narrative Outlines Table or apply to your own ideas.

Narrative Motives Table: Ten ideas for backgrounds to narrative battles, giving Champions and their warbands a reason to fight.

Narrative Sub-Plots Table: Ten sub-plots to add an interesting twist to narrative encounters. These require a GM to determine the sub-plot and control any extra models.

PAUL CAMPBELL

DETAILED NARRATIVES TABLE

This table contains ten detailed narratives for battles between warbands, with notes for the terrain, victory points to be earned, and any special rules.

01-10 Champion A has made a solemn vow to his Patron that he will slay another Champion to atone for his past wavering from the chaos path. Only by this cathartic bloodletting can he truly expunge the last vestiges of weakness from his chaos heart. Champion B is camped in a ruined village on the edge of the Chaos Wastes, and it is to this location that Champion A travels to confront him.

Terrain. The centre of the table is covered in broken walls and other ruins. Tangled undergrowth or fallen masonry has blocked some streets, others remain passable. Champion B is camped in the centre of the area.

Player B should position his warband within 6" of the table centre. Player A may enter at any point on the table edge.

Victory Points. If Champion A personally slays his target he earns 5 VPs. If Champion B survives the game he earns 2 VPs.

Special Rules. Player B may secretly place a sentry anywhere on the table. The sentry's position is noted down by the player, and the model can be revealed at any time. Once revealed the model may fight and move.

TONY HOUGH

11-20 The warband of Champion A is travelling deep in the Forest of Shadows when by chance they come upon the ruin of an ancient temple. As the band moves into the glade to investigate, a figure suddenly steps from behind a colonnade and cries, 'Halt wastrel, this is none of your concern - be off or feel my wrath!' It is Champion B. Beyond the broken doors of the temple the rest of his warband are clustered around a huge stone sarcophagus which they have dug from the floor of the temple. A calmy draws his weapon, and his followers close in around him. Meanwhile, B's followers take up their own weapons and prepare to join their leader. Battle is about to commence!

Terrain. The table should be ringed with trees leaving a clearing in the middle. The ruined temple stands in the middle of the clearing surrounded by broken down walls and overgrown vegetation.

Victory Points. The side which opens the sarcophagus first earns 5 victory points.

Special Rules. The sarcophagus requires at least two individuals with a combined strength of at least 6 in order to open it. For each complete turn spent trying to open it roll a D6. The sarcophagus will only open on a score of 6. If not opened during the battle, the side in possession of the temple at the end of the game may open it if they wish. When the sarcophagus is opened roll a D6:

1 The contents of the sarcophagus have rotted down into a dangerous mutating dust which flies out to cover the models opening it. As a result, each develops an additional randomly generated Chaos Attribute.

2 The sarcophagus contains the bones of an undead Champion of Chaos who immediately rises to engage those who desecrate his tomb. The Champion has a randomly determined chaos weapon which may be taken if he is defeated.

3 It contains a chaos item: roll a D4.

1	Collar of Khorne
2	Rod of Command
3	Staff of Nurgle
4	Globe of Change

The item can be taken by the Champion if he follows the appropriate Chaos Power.

4 The sarcophagus contains a decayed and harmless skeleton clutching a randomly determined chaos weapon.

5 The sarcophagus contains a single randomly determined magic item.

6 The sarcophagus contains a daemon weapon. The Champion must decide whether to take the weapon or quickly close the lid of the sarcophagus leaving it to lie imprisoned for another age. If the Champion takes the weapon determine the type of daemon randomly.

21-30 The warband of A is carrying a vitally important message to the leader of a coven of Patron A in Middenheim. The message is written upon an old tightly bound skin and A has been ordered not to open it under any circumstances. Champion A enters Middenheim secretly and goes to the pre-arranged meeting place deep in the vaults of an old temple. But when he enters the coven's meeting place he sees that he is too late: the vaults have been desecrated and the murdered bodies of the cultists lie scattered around. As he moves into the dark cavern there is a clash of metal and the heavy door swings shut. Champion B emerges from the darkness, his warband scurrying about his feet. 'So', cries the intruder, 'more rats for the trap - I wonder if we shall dispose of you as easily as these fools!' A realises that he is too late, the coven has been found out and destroyed by Champion B. Cornered in the dark, the two warbands prepare to fight.

Terrain. The underground meeting place is a vault or cavern covering roughly three feet square. At its centre is an altar and the floor around it is marked with arcane symbols to A's Patron. There is a single large door and this now stands shut. Champion A and his warband stand near the altar. Champion B stands in between the altar and the door. The dead cultists lay scattered over the floor together with devotional paraphernalia and the sparse wreckage of furnishings.

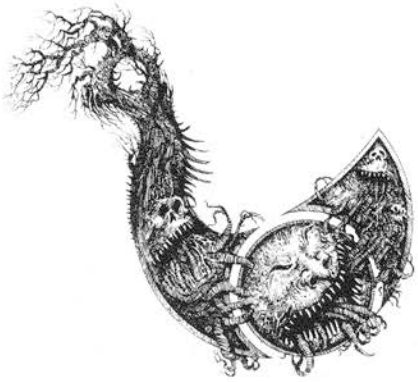
Victory Points. No special points.

Special Rules. The bound scroll contains a special spell that will summon a Greater Daemon of Patron A. If the scroll is unbound treat the daemon as if it had been released from a daemon sword and roll on the Bound Daemon Reaction Table (daemons returning to the 'blade' are returned to the scroll). The scroll may be taken off the dead Champion's body by the victorious side, and kept if the player wishes. The door may be opened by any character with a strength of 3 or more. At the end of a turn spent doing nothing other than attempting to open the door, roll a D6. On the score of a 4 or more the door is opened. Models moving through the door escape the conflict.

31-40 Champion A and his warband are fleeing from a strong force of Imperial Knights Panther when they find their passage blocked by an unseasonal flood of the Lynsk river. They are forced to move downstream in search of an intact bridge. After a short while they see a bridge in the distance, and as they approach they see another warband moving upstream further down the bank. It is Champion B and his warband. The bridge is still crossable but ramshackle and unstable. Whichever warband crosses will be able to destroy the bridge and maroon the enemy on the other side.

Terrain. The river bank lies along one table edge with the bridge running across and towards the middle of the edge. Each warband enters the table an equal distance from the bridge. The banks are marshy with patches of shrubs and reed beds. The flooded river has created a mire around the bridge itself.

Victory Points. If the entire warband (other than casualties) crosses the bridge the Champion earns 5 victory points. However, if both Champions get across no victory points are earned for crossing, even if one of them is subsequently slain.



Special Rules. Any model moving within 6" of the river, including the entrance to the bridge, must roll a D6. If the score is a 6 the model becomes trapped in the mud and may not move until a 5 or 6 is rolled at the beginning of a following turn. If 4 or more models are on the bridge at the same time it will collapse on the D6 roll of a 6 made at the beginning of either player's turn. The bridge is held together by ropes which can be cut from the far side. Any model free to cut the rope may do so, the bridge collapses on the D6 score of a 6. Models on the bridge when it collapses sustain a single strength 3 hit and are washed randomly to either bank. Models separated from their warband when the bridge collapses roll a D6. On a 1, 2 or 3 they are lost for good; on a 4, 5 or 6 they find a crossing place further up and manage to rejoin the warband. Casualties recovered from the game may still be separated and will have to test to rejoin their warband.

41-50 A fierce battle has raged for three days around a well defended Kislevite fortress. Chaos warbands from all over the north have come to take part in the carnage, burying their rivalries in the greater aim of conquest. At last the Kislevites are driven into their final sanctuaries, leaving the forces of Chaos triumphant. As Champion A and his warband roam through the broken streets they see the warband of Champion B. They are dragging a huge altar cloth behind them, and wrapped in its ancient folds is a pile of golden relics and cult objects looted from the temples throughout the fortress. Immediately Champion B unsheathes his sword and his followers do likewise.

Terrain. The table is set up with criss-cross streets, some blocked by fallen masonry or abandoned vehicles. Champion B begins in the centre of the table with his warband and the altar cloth of treasure. Champion A begins on any table edge.

Victory Points. The Champion whose warband drags the cloth from the table gains 5 victory points. If the cloth remains on the table after both Champions have been slain, no points are gained for its possession.

Special Rules. The altar cloth may be dragged through the streets by any 4 models at half the movement rate of the slowest. If the cloth is dragged over an obstacle it becomes stuck on the D6 roll of a 6 and can only be freed on the D6 roll of a 4, 5 or 6 made at the beginning of the side's following turn. The cloth cannot be dragged through houses. The side which drags the cloth and its contents from the table has gained possession of it and won the game.

51-60 Champion A has heard that a Dwarf mining expedition, funded by the Graf of Middenheim, has discovered gold in the Middle Mountains. The gold is convoyed via a narrow road which leads through the Forest of Shadows. The gold would be very useful to the cultists of Patron A to finance their disruptive work throughout the northern Empire.

Champion A and his warband are lying in ambush for the Dwarfs' cart convoy. As the convoy approaches the forest erupts from around them and the warband of Champion B throws itself upon the Dwarfs.

Obviously, both warbands have had the same idea, and Champion A quickly springs his own trap, prepared now to fight both the Dwarfs and the followers of Chaos.

Terrain. The table should 4 feet long at least and preferably longer. There is a road running lengthways across the board and a narrow verge along either side. The rest of the table is forested. The Dwarf convoy consists of 4 carts and is placed within the first eighteen inches of road. The challenger's warband is positioned towards the far table edge lining the road, the challenged warband is positioned either side of the road immediately in front of the Dwarf convoy.

Victory Points. For each cart driven off the table by his warband a Champion gains 3 victory points.

Special Rules. The caravan consists of several carts each driven by a Dwarf and protected by another Dwarf carrying a crossbow. The Dwarfs have standard profiles but cannot be routed and need not take psychology tests in view of their strong attachment to their cargo. Dwarfs take a turn immediately before the challenger.

The carts move 4" in the first turn, and 4 + D6" each turn thereafter unless the crew are killed. So long as a single Dwarf remains on board the carts move along the track and will continue to move until they leave the table. If all the Dwarf crew are killed the carts will come to a halt and may be driven by any model on board. Turning a cart round to face the opposite direction takes two turns, during which no other actions can be performed.

Two carts can pass each other, but must reduce speed to 4" or less or they will collide and become permanently halted.

The Dwarf crossbows fire once per turn at the nearest enemy - the opposing player may roll the dice.

Any models in the way of a cart during its turn must roll 5 or 6 on a D6 to avoid being hit. Any model struck by a cart takes an automatic strength 4 hit, and the cart is slowed down by D6" in its following turn. Any models within 1" of the front or sides of a cart during their own turn may strike a blow against the nearest Dwarf.

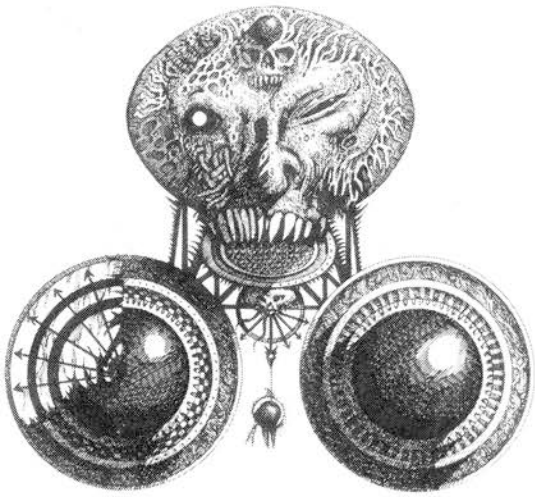
Any model within 1" of a cart during the cart's movement may attempt to climb aboard and will succeed on the D6 roll of a 5 or 6 (+1 for each limb in excess of the usual 2). A cart moving off the table escapes if there is a living Dwarf on board. A cart driven off by a member of a warband belongs to that warband.

61-70 Champion A has been arrested by the Imperial authorities and is awaiting interrogation and execution - his warband has decided to rescue him. Meanwhile, chaos cultists in the city are afraid that Champion A knows too much about their activities, and has hired Champion B to attack the fortress where Champion A is held and make sure he is slain before he can talk. No Champion of Chaos would break under even the most severe torture... but the authorities have magical means at their disposal and the cultists are unwilling to take a chance. Champion A's warband has smuggled itself into the fortress courtyard heavily disguised as a group of nuns. Meanwhile, Champion B and his retinue have also gained access to the courtyard, slaying and taking the place of the fortress guards.

Terrain. The tabletop represents the courtyard with the entrances to stables and other rooms marked around its periphery. The fortress's main gate is along one edge and stands open. Champion A enters from one table edge escorted by his guard. His warband may be positioned in the centre of the table. Champion B and his warband start around the main gate where they are posing as sentries.

Victory Points. Champion A gets 5 victory points if he escapes through the fortress gates. Champion B gets 5 points if Champion A is slain.

Special Rules. Champion A begins the game bound up and escorted by 2 guards. However, the guards will flee without attempting to fight as soon as any member of either warband approaches within 12". Any weapons or equipment owned by Champion A are assumed to be on him or carried by his escort, in which case they are dropped as soon as the escort runs off. Gear can be recovered by the Champion as soon as he is free. The Champion can be freed by any of his warband within 1" by rolling a 4 or more on a D6. Only one attempt may be made per turn. Until he is freed the Champion can move, but cannot fight or use any of his gear/magic items/etc. The situation is further complicated by the actions of the fortress guard.



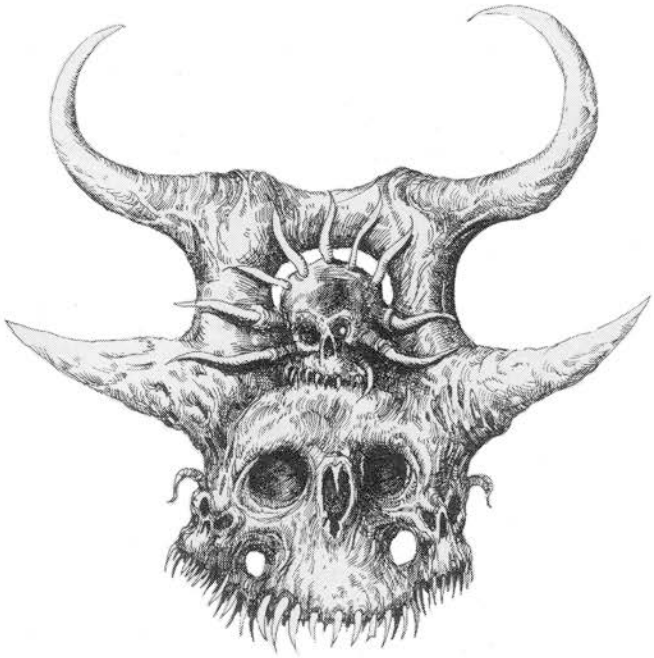
71-80 A convoy of precious gems is on its way from the Troll County south into the Empire. Word of the convoy reaches a rich merchant in the town of Salzenmund. The merchant is also the leader of a Chaos Coven, and he smuggles details of the convoy's route to Champion A's warband. The warband moves to intercept the convoy.

Unknown to Champion A others have heard of the convoy and suspect what is going on. Champion B follows Champion A, planning to contest the spoils.

Terrain. The convoy consists of various wagons and mules and their human drivers. They are encamped in the centre of the table. The convoy is unprepared to move and is unable to do so during the game. There are approximately 10 human drivers with basic profiles and armed with crossbows and hand weapons. Each warband enters the table at opposite sides of the table.

Victory Points. A Champion earns 5 victory points if his opposing number is slain or driven from the table.

Special Rules. The humans take a turn immediately prior to player A. Each human will fire upon the nearest chaos model with his crossbow. The humans will not move unless engaged in hand-to-hand combat and routed, in which case they head off the table by the shortest route. All humans are treated as individual characters for purposes of movement, firing, rout tests and psychology.



81-90 A Coven Master of a leading Chaos Coven has been captured by a band of Beastmen, who have taken him to a clearing deep inside the Forest of Shadows. The Coven Master has been placed on a pyre and is about to become the main feature of a Beastmen festival of fire and sacrifice. The players wish to rescue the Coven Master. Perhaps they are allied to the same Patron Power, or possibly they want vital information about his coven. Both warbands enter play as the torch is lit, and the dancing Beastmen encircle the kindling fire.

Terrain. The table represents a clearing in the Forest of Shadows. At the centre is a burning pyre and the Coven Master. Around him dance 12 drunken Beastmen. The warbands enter from opposite sides of the table.

Victory Points. The side which gets the Coven Master off the table alive earns 10 victory points.

Special Rules. The pyre has only just been lit. After both players have taken a turn, a roll is made for the pyre. A roll is made once every game turn after the same player's turn for the rest of the game. Roll a D6 for the pyre. If a 6 is rolled the flames have become *dangerous* and any model within 3" of the Coven Master takes an automatic strength 3 hit from the flames (unless immune to fire due to an attribute). Once 2 6's have been rolled for the pyre the Coven Master is dead. Any model may move onto the pyre, and will only sustain damage once it has become dangerous. A model with a strength of 3 or more within 1" of the Coven Master may release him on the D6 roll of a 4, 5 or 6 and carry him away at half rate. The Coven Master is unconscious and does not resist being carried/dragged about. A model carrying the Coven Master suffers a -1 to hit modifer on all its attacks. The Beastmen are completely lost in their drunken stupor and will continue to move around the burning fire ignoring anyone outside their circle (even if attacked). However, if anyone crosses the dancing circle the nearest Beastman immediately moves up to 6" towards the intruder and attacks with its bare hands (-1 to hit and -1 strength). A drunken Beastman will not give up the fight until killed, cannot be routed and is immune to psychology.

91-00 Champion A has been entrusted to carry a sacred Chaos Tome to loyal cultists. The Champion is heading for a secret meeting place at an abandoned temple in the Drakwald Forest, when his warband is attacked by Champion B. Both Champions want possession of the book.

Terrain. The table represents part of the Drakwald forest with scattered clumps of trees, vegetation and hills. Ruined buildings lie at one side of the table. Champion A and his warband are placed in the middle of the table together with a pack mule carrying the huge book.

Champion B and his warband may enter at any point on the table edge, and may divide to enter at several points if the player wishes.

Special Rules. The pack mule is a stubborn and overburdened brute. So long as it has a handler it can be led 4" in any direction. If the handler abandons the mule, is slain, or engages in hand-to-hand combat, the mule will immediately move off 4+D4" in a random direction. The mule will only come under control once more if a model moves within 1" and rolls 4 or more on a D6. A model failing this roll is kicked by the mule and stunned for 1 turn - the model may do nothing in its following turn and cannot defend itself if attacked. All blows struck against a stunned model hit automatically.

Victory Points. The side which leads the mule off the table wins 10 victory points.

NARRATIVE OUTLINES TABLE

This table contains twenty brief outlines for narratives. You will have to develop them further yourself - see the *Detailed Narratives Table* for examples of how to design terrain, determine victory points and work out special rules.

01-05 The Champion of a rival warband has made a solemn vow to his Patron Power that he will challenge the first warband he meets to mortal combat to atone for his past wavering from the chaos path. Only by this savage ritual of bloodletting can he truly expunge the weakness from his heart. There is no reasoning with such a Champion, and one can only accept his challenge or risk showing the same fearful moral weakness that has brought him to this fate.

06-10 Rival warbands have temporarily joined up under a truce while they share a rotting carcase found lying in a barren region. During the feast, members of the warbands begin praising their Patron Powers and proclaiming their faith. When this leads to mutual insults and blasphemies the feast erupts into a mortal conflict, each warband intent on upholding the honour of their Patron Power.

11-15 Rival warbands meet and cautiously approach each other, their eyes fixed on their potential adversaries in careful scrutiny. Then one Champion declares that his opponent's mutations are offensive and ought to be cut off. His adversary hurls back an insulting challenge about the more questionable aspects of his parentage. Fired with battle lust, both warbands fall upon each other in savage fury.

STEPHEN TAPPIN

16-20 Word has spread that a great Warrior of Chaos is dying who has in his possession a randomly determined chaos weapon. Rival warbands converge on his desolate stronghold just as the last rites of Chaos are completed. The rival bands contend for possession of the weapon.

21-25 A chaos sorcerer has laid a binding curse upon the Champion for him to fight the first warband he sets eyes on. Only by shedding the blood of its Champion can he be redeemed and once more enjoy the favour of his Patron Power.

26-30 A meteorite hurtles to the ground somewhere in the Chaos Wastes. The fiery track it makes can be seen from afar. Rival warbands are attracted to the place of impact. Here around the smouldering crater they fight for possession of the thing hurled down by some unknown Chaos Power. Only the triumphant Champion can descend into the pit to retrieve the object.

31-35 Rival warbands have temporarily joined forces to fight against another warband which is mutually detested by both. They have vanquished them and now eagerly begin to pillage the field strewn with slain and fallen foes. The vanquished warband should be generated as normal, but counts as already defeated. The victors begin to squabble over the pickings and soon lapse into savage slaughter. Whoever triumphs can pillage the battlefield for the booty of the beaten warband.

36-40 Unknown to each other, rival warbands have wandered into the same wooded area in the Chaos Wastes, when it suddenly detaches itself from the ground and floats upwards, becoming one of the many drifting islands in the archepelago of the sky. Marooned on this floating island, the warbands discover each other's presence. Each warband claims the island as their domain and seeks to destroy its rivals for the scarce food resources.

41-45 A Chaos Power has decided to put the warband to the test by creating a phantom warband to seek out and confront them. The phantom warband is in every way just like a real warband of the power concerned and should be generated as such, but will fade after the battle. The phantom warband hunt down and corner their quarry in a desolate place and force them to fight for the satisfaction of the Power. If the real Champion triumphs over his phantom adversary he will have proved himself worthy of his Patron Power.

46-50 Rival warbands find themselves isolated in a vale in the domain of Khorne. The vale is devoid of any living thing except for the warbands. At the end of the vale lies the toll gate of Khorne, guarded by his daemons. The only way to escape from Khorne's domain is to pass through the gate, but a toll will be demanded from each member of the warband before he can pass. The toll is a skull for Khorne's skull throne or a helmet brimming with blood. The only way to get the toll to pay Khorne is to slay the other warband and pay with their skulls and blood.

51-55 Rival warbands meet and recognise each other as former members of a single warband long ago. A great strife and schism had sundered them and given birth to new warbands, united only in their mutual loathing of each other. Now this fateful meeting has brought them together to decide their doom. Perhaps it was by the hand of some unseen Chaos Power that it came to pass, but they must now resolve their animosity for all time in battle.

56-60 The Chaos Wastes contain many marvels of unnatural architecture including the fabulous Obsidian Crag. Two warbands each have in their possession a map giving directions to the Crag, and instructions how to reach its central chamber. The maps are two halves of a whole, though each is complete within itself. As one warband will approach from the east, and the other from the west, they will not meet until they both arrive at the central chamber of the Crag. Apart from the two tunnels leading out to the east and the west, a portcullis is set in the north wall, beyond which the warriors can see all manner of strange arcane devices. The warbands will have to fight for the right to plunder this ancient storehouse of weird technology.

The strange artefacts are a complete mixture of shapes and sizes, and some look as if they could be weapons. Make a list of the portable items, and decide what they are - they shouldn't all be weapons. With a little investigation, some could prove to have a practical use, while the purpose of others will remain a complete mystery. Remember that after millennia of storage and exposure to the warping influence of Chaos there is little guarantee that the artefacts will work consistently, if at all. Items which are still functional only have a limited amount of use. Determine the maximum number of uses by rolling a D6, though this does not mean they won't misfunction with disastrous results! If a warrior manages to break through the portcullis while the two warbands are still fighting he may be able to find an ultimate weapon to turn against the foe.

61-65 The Champion and his warband wander into a vale covered by groves of walking trees and chaos flora of every kind. The Champion hears the baying and mating calls of diverse creatures of chaos which inhabit this trackless forest. As the Champion gazes out over the scene he reflects that upon the chaos path there is a time for hunting foes and a time for hunting beasts. The exhiliration of the chase would be fitting sport for the warband to be followed by a great feast in honour of their Patron Power. The warband enters the chaos woods, the Champion's lesser followers going before as beaters. They encounter various randomly determined creatures of chaos which they engage in combat and attempt to slay.

66-70 The Champion chances upon a bleak and desolate ruin. Within its broken walls and fallen pillars there stands an empty altar. He sweeps the dust from the great graven slab and beholds the glyphs inscribed by chaos priests long ago:

Seek ye the helm that bears a single horn
now sundered from this altar stone
whereon the vile oath was sworn
for which the false ones shall atone.

The Champion grieves for the defilement of this once great shrine of chaos and his grief gives way to wrath as he thinks of those who have sworn falsely upon the altar and taken away the sacred relic. Then he gathers his warband and resolves never to rest until he has slain the false ones and brought back the horned helm, brimming with their unworthy blood. The Champion will challenge any other warband that he encounters, lest they possess the sacred helm, for they must surely be the disowned of the gods.

71-75 The warband emerges from the Chaos Wastes to spread fear and respect for chaos throughout the lands of ignorance. Here they may encounter warbands who are not of chaos, but are instead the avowed enemies of the chaos way. Any unbelievers encountered must be purged. Nor are the warbands of rival powers to be allowed to roam freely and unchallenged for the Patron Power of the warband is jealous of his reputation.

76-80 In the ruins of an abandoned temple to Ulric, Patron God of Middenheim, a renegade Sorcerer is attempting to summon Chaos Daemons. The daemons are unaligned, or aligned to a Power not worshipped by either player. Both players have been sent by their Patrons to stop the ceremony before the daemons are summoned. The summoning may be completed at any moment, unleashing who knows what terrors upon the warbands. Apparently a simple enough task, but the Sorcerer has set three magical barriers around him at a radius of 30, 20, and 10". No magic or missiles or characters may pass a barrier until one model from either side is slain in battle - the slaying of one model negating the effects of one barrier. The players must fight to provide the sacrifices, a voluntary sacrifice has no effect.

81-85 The wisdom of the Powers of Chaos transcends the ages as it transcends the petty boundaries of earth-bound human senses. Long ago the powers sensed the birth of a child destined to become a hated enemy of chaos. Now the child is aproaching adulthood and will soon begin a career of academic and martial study that will shape the greatest enemy of chaos at that time. The enemy is exposed during a journey, and the forces of chaos arrange to strike against it. Rival warbands converge, but only one can gain the honour of slaying its enemy. While the factions fight between themselves, the target makes a dash for safety. But can even chaos tamper with the fate of the world? What agent may intervene to save the victim, and what effect might this have on any character who slays the target?

86-90 A warband has observed lights deep with the marshes west of Middenheim. Investigating, they discover the camp of another warband and prepare to attack. The area is unusually treacherous. Mark out the table with a few safe spots, but leave a large portion of the table as marsh. To reach their foe the attackers must cross the marshes. The encamped side is split into two, with half its warband in the centre while the remaining side enters from an adjacent table edge to the attackers. Both sides thus have a motive for crossing the marshes. Models crossing marshground get stuck on a D6 roll of 5 or 6 at the beginning of their move or as soon as they enter marsh if they begin on a safe area. On a further D6 roll of a 1 or 2 they can free themselves, but on a roll of a 6 they are sucked down and slain.

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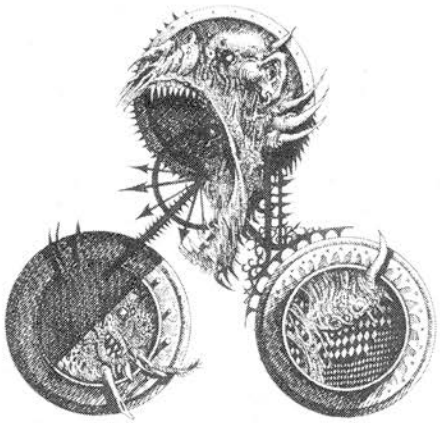


91-95 A warband has attacked and pillaged a sanctuary to some minor deity and is carrying the cult's golden statue towards the safety of the Forest of Shadows. Before it has travelled far, the warband is confronted by a rival. Is it the power of the statue that has drawn the warbands together? Does it have powers which enable it to protect itself? Maybe a Champion can use those powers to his advantage. The players can devise six possible powers divided between beneficial and harmful. After the game, the side possessing the statue can determine how many powers are present (D3) and what they are.

96-00 In a lonely monastic site north of Talabeim an eccentric cult of monks toils at an unusual and eternal labour. All day and all night they toll the Great Bell, as large as a house, heavy as a ship, and louder than a thousand cannon shots. Custom has it that should the bell ever cease to toll the world itself will come to an end. The cult is not a popular one. Its members endure almost total deafness, able to hear little but the bell as it pounds the rhythmic heartbeat of the world.

Two warbands converge upon the giant bell tower. Conveniently its interior floor area is the size of the gaming table. In the centre 24 bell ringers are hard at work. The bell is swinging slowly on its axis. One warband has been sent to kill the monks and stop the bell. The other has been sent to make sure the bell keeps ringing. The monks will do nothing but pull at the bell ropes, and will not defend themselves or run off even if attacked. At least 12 monks are needed to keep the bell going - if the number drops below this figure the bell will slow down. Once it has begin to slow, the bell will stop during any following turn on the D6 score of 4, 5 or 6. Once the bell starts to slow D6 additional monks per turn enter from a door at a table edge, attracted by the slowing of the bell, determined to add their weight to the ropes. If the number of ringers is brought up to 12 before the bell stops it is tolled at full rate again.

Once the bells stops it cannot be restarted. What effect on the world will stopping the bell have? Who knows. The booming of the bell has very definite effects on those with the bell tower however. The Bell rings once per game turn when going at normal rate, once per second game turn when it has slowed down. Any model not ringing the bell is knocked over by the sound on the D6 score of 5 or 6, and may not move during its following turn other than to get up.

NARRATIVE LOCATIONS TABLE

This chart describes ten locations which might form either the basis for a battle or focal points for a GM organised campaign. In the latter case, a location could be described in far greater detail and used for several battles.

01-10 A strange ship has been washed up on the warp-tide and now lists uncomfortably on a hill deep in the forest. It is ten times larger than any normal ship, and judging by the rot in its hull it has been floating adrift in the Realm of Chaos for many years. A translucent magic oozes over its surface forming sparkling puddles upon the forest floor. Is this a ship of the Chaos Powers themselves? Is it an earthly ship which became caught by chaos in a past age? Are there any inhabitants left on board? What lies within the hull - treasure, danger, or some unfathomable and ancient secret?

11-20 The wastelands of the north are full of ruins. Most were prosperous cities before the incursions of Chaos swept them away. Many of these desolate places shelter hidden treasures buried by their destruction. Most house more recent inhabitants in the form of warbands, rampaging bands of Beastmen and other unwelcome creatures.

21-30 By the shores of the Sea of Claws lies a crumbling cliff. Low-tide exposes caves around its base. They are rumoured to lead down and then up into caverns above the level of high tide. These caverns provide an excellent base for some hidden foe, or perhaps serve as the inner sanctum for some long forgotten object of worship. But are the caves as straightforward as they seem? What happens to those trapped beneath the waterline? Is there another way out, or is the cave simply a death trap for the unwary?

31-40 High in the Worlds Edge Mountains in the land of Kislev lies an artificial mound known as the Finger of Khorne. From its centre projects a huge monolith, a hundred feet high, pointing straight up to the stars. The mound is rumoured to be hollow, but none know that it is divided into a central chamber with four small chambers leading off. Each small chamber is sealed by a huge stone.

What lies in each chamber - is it a treasure or is it some terror imprisoned within the chamber by a vengeful god? What is the significance of the monolith - does it have powers which protect the chambers, or is its ominous humming a sign of some greater danger?

41-50 An abandoned tower lies partly ruined in the Forest of Shadows. By day it seems like any other ruin, grey and silent save for the call of birds. By night the walls grow back into their former splendour, lights are struck as music and laughter drift out over the forest. The ghostly inhabitants dance as once they danced before the end, resplendent in their jewels and finery.

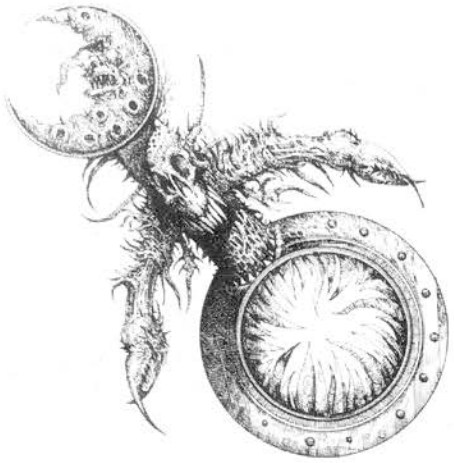
It is said that many adventurers have entered the lost tower and become entranced by its music, caught up for all time in the dance of its long dead inhabitants. Can a material object be taken from the tower and still remain by day? What happens to those caught by the dance? Does time speed up or is the music so persuasive that adventurers become trapped in the tower at daybreak and disappear forever with it.

51-60 Why does a daemon build his treasure house within the confines of the earth? Is it to scorn the efforts of mortals by placing within their reach an unattainable treasure? Or is it to hide from his own Patron Power some secret which even gods may not know?

What dire creatures prowl the labyrinthine passages of the fortress, and what dark secret do they protect?

61-70 At the heart of the Middle Mountains there lies a barren rocky valley the sunlight never reaches. Few have travelled there and those that returned have told spectacular tales of a mountain carved into the shape of a perfect pyramid. On each of its four faces is marked the rune of one of the four great Powers of Chaos.

What function does the pyramid serve? None have ever penetrated into it and it has been speculated that a special key is needed, probably magical in nature. In fact, the inside is mostly solid, but a wide corridor leads directly downwards to an inner chamber (represented by the tabletop). Here, at the centre of the pyramid, in the exact centre of the inner chamber, lies the focus point. For a few brief hours every year, the natural shape of the pyramid focuses the powers of raw magic, the warp of chaos, at a single point.



Why the chamber was built no-one can say - but its effects are more obvious. Any model standing directly under the focus gains an immediate reward, either an attribute or gift as normal. If a model stands under the focus for two more turns it gains a further reward every turn. However, only the first reward is permanent - other rewards apply only while the model is inside the pyramid and wear off again once the game is over.

A Champion may therefore endure a foretaste of what the Powers of Chaos have in store for him - a sobering experience and perhaps the object of the game in itself.

71-80 Who can say what motivates the Chaos Powers? What makes two rival Chaos Patrons select two warbands and place them inside a zone of nullity - an area of nothingness equivalent to the tabletop. The zone of nullity is bounded by impassable barriers. The stakes have been set. The winning Champion shall receive a gift from his Patron, the losing Champion shall receive an attribute. To spice up the battle each Patron has a few tricks up his sleeve, randomly appearing creatures, mouth-like fissures that open to gulp down their unwary victim, a magical trinket which when worn may be controlled randomly by either Patron, conferring useful abilities or crippling disadvantages according to the whim of the dice.

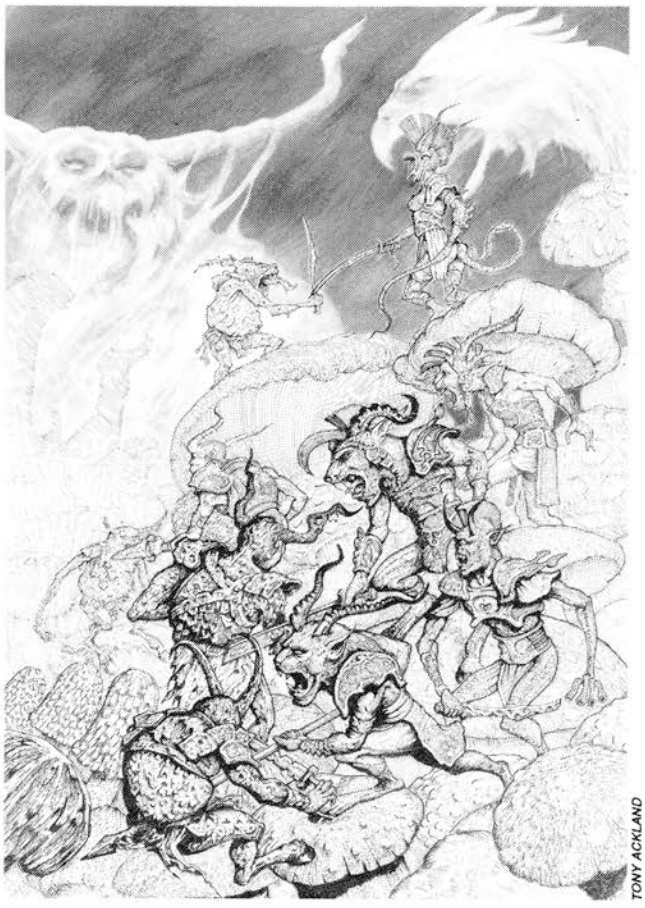
81-90 It is midnight in the castle of one of the Empire's most powerful nobles. Undetected by the guards, a lone assassin stalks the dark corridors and chambers, moving swiftly but silently towards his objective - the master himself. What might appear at first to be yet another perfectly ordinary political assassination attempt is in fact nothing of the kind. The noble is a powerful official who has launched and pursued a successful campaign against the cultists of a particular Chaos Power. The assassin, who knows nothing of the chaos link, has been hired by the secret cult-master of the persecuted deity to slay the noble. However, few realise that the noble is himself the cult-master of a rival coven. Fortunately the cultists have their connections, and the two warbands rush to the scene - one to protect the noble and the other to ensure the assassin succeeds.

The table is set up to represent the corridors and chambers of one floor in the castle. The assassin, guards, random servants and the noble himself are controlled by the GM (or randomly by the players). Each warband has to accomplish its mission, but guards pour into the area as soon as the alarm is given. The noble may not believe one warband is there to protect him - and he certainly wouldn't admit or show it anyway!

91-00 The Forest of Shadows is dark and largely unknown, the haunt of chaos creatures and screeching ghosts. It harbours black groves of unnatural magic, places tainted by Chaos long ago and still retaining their own warped realities.

In one such place the ground itself presents the traveller with the greatest danger. Any character treading on it risks being snapped up and swallowed whole. Those few creatures that inhabit the region live among the treetops, swinging from tree to tree on vines, or making use of rough bridges formed from natural branches. What brings the players to such a region? Perhaps an enemy has taken refuge here, or maybe some barbaric race has gained possession of some treasure the players want.

The tabletop is marked out at high tree level, with main branches indicated by chalk or lengths of card. Models risk falling from narrow and more hazardous branches, especially if engaged in combat. Models may also make use of vines to swing from tree to tree, making an improvised test for landing, failing to let go, letting go at the wrong time, etc,



TONY ACKLAND

NARRATIVE MOTIVES TABLE

This chart provides characters with broad motives for a particular battle. The chart is intended to be used by a GM or player who is inventing a narrative, serving as material examples and as general illustrations of the sort of motives that make useful tabletop games.

01-10 **Robbery.** One or both players wish to rob a third party of some object. Perhaps the object has specific powers. Maybe the object has several potential powers - some beneficial, others harmful - determined by the possessor. The character being robbed may have something to say about matters.

11-20 **Ambush.** One warband ambushes another. A more interesting situation develops if a third party turns up - ambushing the ambusher and forcing both sides to flee a more deadly trap.

21-30 **Murder or kidnapping.** Of these the latter is the more interesting as it poses the additional problem of carrying off a (presumably) resentful third party. Perhaps both sides want to kidnap the same person, or maybe one side is determined to prevent the kidnapping. Guards or the victim's own escape attempts impose a time limit.

31-40 **Rival objectives.** Each warband has a different objective in the same place. The achievement of each player's objective negates the other. Examples: one player must burn down a temple, another must place an offering inside and worship; one player must kidnap a third party, another must give the third party a secret message; one side must capture a magical chalice with curative properties, another must escort its moribund owner to a coven meeting.

41-50 **Honour.** A game can be engineered simply on the basis of rivalry between the two warbands. This may be easier once a few games have been fought, and rivalry between the players has developed for real! To add interest such contests should revolve around possession of a magic item or a tangible benefit of some kind.

51-60 **Quest.** One or both warbands has been sent by their Patron Power or his representatives (often cultists) to find and return with a magical or other item essential to the furtherance of cult worship. Perhaps the object has its own powers or dangers.

61-70 **Carnage.** A deity has decided to sacrifice the warband by committing it against an overwhelming foe. Although the warband is doomed, the carnage it causes will further the deity's aims in some way. The warband will be destroyed, but the Casualty Recovery System allows its individual members to survive - perhaps as captives to be interrogated or executed by their victims. As the odds are heavily stacked against the warband, the GM might choose to allow an extra roll on the recovery table - the Patron Power wouldn't sacrifice his chosen slaves without blessing them with a bit of extra luck!

71-80 **Rescue.** Many games end with one side slain and an enemy or a third party in possession of the battlefield. In cases like this the linking game narrative could explain how the characters were left for dead, or escaped easily from captivity. However, a more interesting approach is to actually fight the rescue as a wargame. The captive warband might have inside help to slip their bonds, whilst an enemy warband might have come to watch (or help with) their execution. The warband can break free from their dungeon, or mount a spectacular last minute escape - throwing off their nooses and leaping onto waiting horses before fighting their way to freedom! An interesting variant is to allow the captured player to create a new warband which then effects the rescue. Alternatively, a third warband springs the captives in a three player game.

81-90 **Escape.** One or both warbands are trapped inside a natural cavern, a sealed tomb, the belly of a giant monster, active volcano, etc. If the warband doesn't escape soon it will be destroyed by escaping gas, rising water, lava, seeping sand and so on. To incite players to fight some object can be hidden in the area which both want. Possibly the means of escape is limited so that only one side can escape - for example via a boat across an alligator infested underground lake, through a rapidly closing hole or passage, by means of a rope bridge which takes only one at once and will give way any second, via a crumbling stairway, by means of a flying creature or machine, etc.

91-00 **Collect.** One or all warbands in the campaign are charged with collecting a number of items. All items can be placed in previously designed locations, or some can be given to warbands at the start of the campaign. After each game, a winning warband takes all of the items already collected by the defeated warband. The objective is to assemble the specific number of items (the 7 Sacred Seals of Yumbad, the 9 Swords of Yag-anork, the 5 Rings of Darkness, etc). To make the game more interesting give the items powers, add in a few indistinguishable fakes, and make the successful player do something positive with the finished collection - take it somewhere or give it to someone. The other players then get one more chance to stop him.

NARRATIVE SUB-PLOTS TABLE

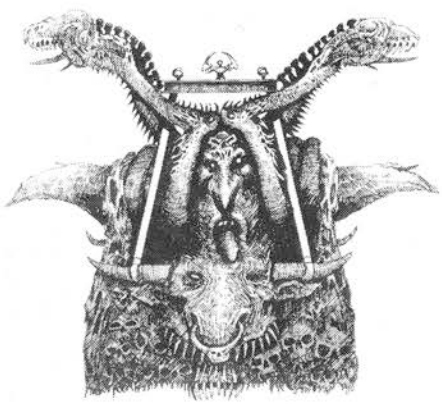
Sub-plots are used in conjunction with the main narrative to make a game even more interesting. The presence and nature of any sub-plot is determined by a GM and any additional characters are controlled by him. The players must remain in the dark as to whether there is a sub-plot and what it is. If the players mistake the sub-plot for something connected with the main plot so much the better!

01-10 Unknown to either side, two of the rival followers are enemies of old. Randomly determine a follower from each warband. If either follower approaches within 12" of his old enemy he will recognise him, and will move towards and engage him in hand-to-hand combat as soon as possible. The enemies will ignore all other potential foes and may immediately retake any psychology test which prevents them from getting to grips with each other.

11-20 A randomly determined member of either warband has unknowingly contracted a contagious and thoroughly unpleasant disease. A D6 is rolled at the beginning of the side's turn, and the disease will take hold on the score of a 6. The character is instantly gripped by agonising pains in his stomach, and his bowels slacken audibly as he keels to the ground. The character may do nothing for the remainder of the game regardless of enemy action. At the start of each side's following turn a D6 is rolled, and on the score of a 6 the model nearest to the infected character is also affected. The disorder lasts only for that game.

21-30 A randomly determined member of one warband has been bribed or otherwise persuaded to turn traitor and join the opposition. The enemy player may reveal the character's true allegiance at any time, and takes over the model from that moment on. The individual remains a member of his new warband after the game, earning the title of traitor and the derision of his former friends.

31-40 A randomly determined member of one warband has been bribed to turn traitor and join the opposition. The character is loyal to his Champion, but rather than simply refuse the bribe, they have decided to turn the enemy's plan against him. The enemy player knows nothing of this, and may reveal what he thinks is the character's true allegiance at any time. However, the original player may then change the allegiance back at any time he likes, reclaiming the model permanently.



41-50 The Powers of Chaos, or some potent independent Greater Daemons, have chanced to glance towards the battlefield. For a moment they are distracted, and pause to watch the amusing squabbling of the rival Champions. Momentarily captivated, the daemons prevent the combatants being killed, diverting blows or spells which would otherwise slay. After any individual has been saved by the daemons roll a D6. On the score of a 4, 5 or 6 the daemons have grown bored and their attention drifts elsewhere, ending their further influence on the battle.

51-60 The area is subject to an unexpected earthquake which threatens to topple the combatants into gaping fissures. Any buildings in the battle area become unstable and highly dangerous while the quake lasts. The quake begins on the D6 roll of a 6 made at the start of each turn, and ends equally suddenly on the same dice roll.

61-70 There is a daemon sword on the battle site, perhaps hidden in a monument, placed in a shrine, or lying in a chest amidst the wreckage of a cart. The weapon's powers are determined randomly. The first Champion to take the weapon may use it from then on.

71-80 As the two sides fight a third party turns up. This could be a rival Champion and his followers, a group of Beastmen from the forest, brigands, or any other suitable group. If approached the intruders might lend a hand to either side, or possibly they would interpret such a gesture as hostile and would launch an attack of their own. If ignored they might pick off stragglers, or possibly they have an objective of their own connected to that of the players.

81-90 One of the Champions is being tracked by bounty hunters sent from a human community previously attacked by his warband. The bounty hunters are waiting until the battle is confused, when they will launch their own attack, hoping to fell their enemy and make good their escape.

91-00 Unknown to either side a powerful wizard has secreted himself on the battlefield. Perhaps he is there for his own reasons connected with the main narrative, or maybe he has been unlucky enough to wander into the same area as the combatants.

The wizard's location is generated randomly and noted down: if possible this should be a dark corner or other hiding place. If the battlefield is open the wizard may have concealed himself in a drift of leaves, the edge of a wood, or a hole in the ground. If the warbands come within 12" of his position the wizard will defend himself using his magic powers, and will fight if attacked. He will not deliberately enter close combat however, and may choose to escape if given sufficient opportunity.

CASUALTY RECOVERY

Battles between rival Chaos Warbands are usually bloody affairs in which a substantial portion of the troops involved fall casualty. However, models removed during a game are not necessarily dead, they are far more likely to be simply too badly wounded or exhausted to carry on. Others might have been knocked unconscious or temporarily disoriented by the force of a blow to the head. After the battle is over players roll randomly to determine what has actually happened to models removed as casualties. As most will recover to fight in the next battle this system is termed *Casualty Recovery.*

A Chaos Warband is likely to fight in several games, and it will change from game to game as some members are slain and new ones join the band. Even the Champion may fall casualty in this way. Casualties are removed from the table and take no further part in the battle.

Models removed as casualties are not necessarily dead. Rather they are too badly injured, concussed, or traumatised to continue fighting, or else have been knocked unconscious or incapacitated in some other way. Some may actually be dead, but the chances are that a model removed as a casualty will not have suffered mortal wounds and will be able to recover and continue fighting in future games.

USING THE SYSTEM

Casualty recovery is an important part of the game, as only then is it possible to say whether a model is dead or merely wounded. Players test for casualty recovery as soon as the game is finished, rolling for their own casualties, and noting down the results as they do so. For each casualty roll a D100.

CASUALTY RECOVERY TABLE

D100	Result
01-50	**Unconscious.** The casualty was knocked out, severely winded, or incapacitated in some way. Following the battle he recovers completely with no harmful effects.
51-52	**Eye.** The casualty survives the battle with the loss of an eye (randomly determine which). A character with only one eye loses -1 BS. A character with no eyes is blinded. Blinded characters move at half rate and must be guided by another model (otherwise they move randomly). They may shoot weapons or fight in close combat, but their WS and BS are reduced to 1 and any shots are fired in a random direction.
53	**Ear.** The casualty survives the battle with the loss of an ear (randomly determine which). A character with one ear suffers no penalty, but a character who loses all of his ears is partially deafened and loses -1 from his Ld characteristic.
54	**Nose.** The casualty survives but suffers a broken nose. This does not affect his prowess in the game, but his appearance becomes instantly more brutal.
55	**Mouth.** The casualty survives but suffers injuries to his mouth and his teeth are broken making it difficult to speak coherently. He loses any bite attacks he might otherwise have had.
56-58	**Face.** The casualty survives though he suffers horrible but impressive facial scars. Add +1 fear point to the victim's FP total.
59-61	**Light Head Wound.** The casualty sustains head injuries which affect his mental processes. He loses -1 from his Ld, Int, Cl and WP characteristics.
62-63	**Serious Head Wound.** The casualty sustains serious head injuries which send him slightly mad. Although his reason is questionable, his convictions are strengthened by his increasingly irrational personality. The character loses -1 from his Int and Cl characteristics, but adds +1 to his Ld and WP.
64-68	**Light Leg Wound.** The casualty survives but one leg is broken or badly cut. Although the character recovers full use of the limb he suffers a permanent movement characteristic reduction of -1.
69-71	**Serious Leg Wound.** The character survives but one leg is badly injured and must be amputated. Unless the character has more than two legs, the loss of the limb will reduce his movement by -2, and he can only move with a crutch. This means he is normally unable to carry anything in both hands. The character's I is also reduced by -1 because his disability makes him slower. If a character has more than two remaining legs, the loss of a limb has the same effect as a light leg wound.
73-75	**Light Arm Wound.** The character survives but one arm (or other manipulative limb) is badly crushed or cut, roll randomly to determine which. The character recovers full use of the limb with only a minor permanent effect. If the right limb is hurt the character loses -1 from his WS and -1 from his BS. If the left arm is hurt the character suffers a -1 to hit penalty when using a weapon which requires two hands.
76-77	**Serious Arm Wound.** The character survives but one arm (or other manipulative limb) is badly injured and must be amputated. Roll randomly to determine which. Unless the character has more than two arms, the loss of the limb will make is impossible to carry certain items. The character is unable to use weapons requiring two hands. If the right arm is lost, the character must learn to use his left to hold a weapon, in which case his WS and BS are both reduced by -2. If the left arm is lost the character cannot use a shield.
78-85	**Light Body Wound.** The casualty has suffered a chest or abdominal wound. Although the character recovers, his T characteristic is reduced by -1.
86-88	**Severe Body Wound.** The casualty suffers a deep chest or abdominal wound. The casualty's T and S are both reduced by -1, and his W total is also reduced by -1 to a minimum of 1.
89-90	**Multiple Injuries.** Roll twice on this chart adding 40 to each roll. If either result is more than 90 the character succumbs to his injuries and dies.
91-00	**Dead.** The character has been killed on the field of battle.

LOSING SPECIAL ABILITIES

If a character loses an eye, limb or other bodily part he also loses any special powers associated with that part. For example, if a character has the Chaos Attribute Hypnotic Gaze, he loses the ability if he is blinded.

TAILS AND WINGS

A character who has a tail or wings may suffer injury to these parts instead of arms and legs. If the character suffers arm or leg wounds roll a D6. If the result is 5 or 6 the character has suffered a wound to his tail or wings instead. If the character has both tail and wings then dice between them in the same way. Wounds remain either light or severe as rolled.

Tails

1. Any light wounds to a character's tail will reduce the WS of any associated attack in the same way as if it were a right arm, reducing the character's WS by -1.
2. Any severe wound to a character's tail will render it useless.

Wings

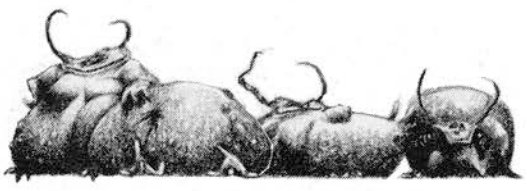
1. Any light wounds to a wing will reduce flight speed by half. Light wounds to both wings will prevent flight.
2. Any severe wound to a character's wings will prevent it flying.

PILLAGING

The side which wins the battle will normally have sufficient time to pillage the bodies of the dead, removing all valuable items, weapons and armour. This is a useful way of obtaining additional gear, especially armour and weapons which are otherwise difficult for the more lowly followers of Chaos to acquire.

After all casualty recovery tests have been made, any characters who are actually dead can be pillaged by the victorious side. Characters who survive the battle cannot be pillaged, and automatically retain all their equipment and weapons. Dead characters from both sides may be pillaged, and equipment may be distributed amongst the victorious warband as the winning player sees fit.

Establish which models are dead and make a list of their armour, weapons, and other equipment. If a Champion has been slain his gear may be pillaged, but note that chaos armour cannot be removed once it becomes a living part of its wearer. Chaos weapons may be pillaged and given to any character in the warband. A daemon weapon cannot be pillaged because its bound daemon is automatically released once the bearer is killed.



TONY ACKLAND

PROSTHETICS FOR CHARACTERS

When a model loses a leg he can still get around using a crutch, maybe with a peg-leg as well. Similarly a model which loses an arm may be given a hook.

Any model may be given a simple prosthetic device of this kind. The penalties described in the Casualty Recovery Chart continue to apply, except that a character with a hook hand can use it to fight with, thus freeing the other hand for normal use.

If a warband includes two or more Dwarfs they may make more sophisticated devices to replace lost limbs. A character without an arm may be given a mechanical arm which incorporates a weapon, for example. If given such an arm, all the penalties for limb loss are cancelled out. If the character has lost a leg, the Dwarfs can make a mechanical limb which is just as good as the original, removing all associated penalties. Mechanical limbs may look quite natural, or may have pistons and cogs or be skeletons of metal struts.

Two Dwarfs may make a single sophisticated prosthetic device between each game. Any number of the cruder crutches and hooks can be made by the members of the warband.

RECOVERING WOUND DAMAGE AND MAGIC POINTS

If a model suffers wound damage during the game, but does not lose all its wounds and so is not removed as a casualty, then its wounds characteristic is brought up to its full amount for the following game. Similarly, any casualty recovered after the game automatically has its wounds characteristic brought up to its full level (except for severe body wounds - see chart).

Any wizard models automatically return to their full magic points level after each game.

Any model suffering temporary penalties during a game due to, for example, a psychological effect or an enemy's special attack, returns to normal in time for the following game.

SURVIVAL NARRATIVES

The fact that a character may survive a battle, despite being visibly cut down by an opponent, may necessitate a little explanation. The following examples will help you to decide how your character escapes.

The casualty is taken for dead by the enemy and ignored.

The casualty falls to the ground amidst the slain and is concealed under other casualties.

The casualty falls into a muddy ditch or patch of concealing undergrowth where he is hidden from his enemies.

The casualty manages to crawl away to safety during the confusion of the fighting.

The tide of battle sweeps over the casualty so that his own side manages to drag him from the field.

The casualty is badly concussed and wanders away from the scene of fighting before collapsing.

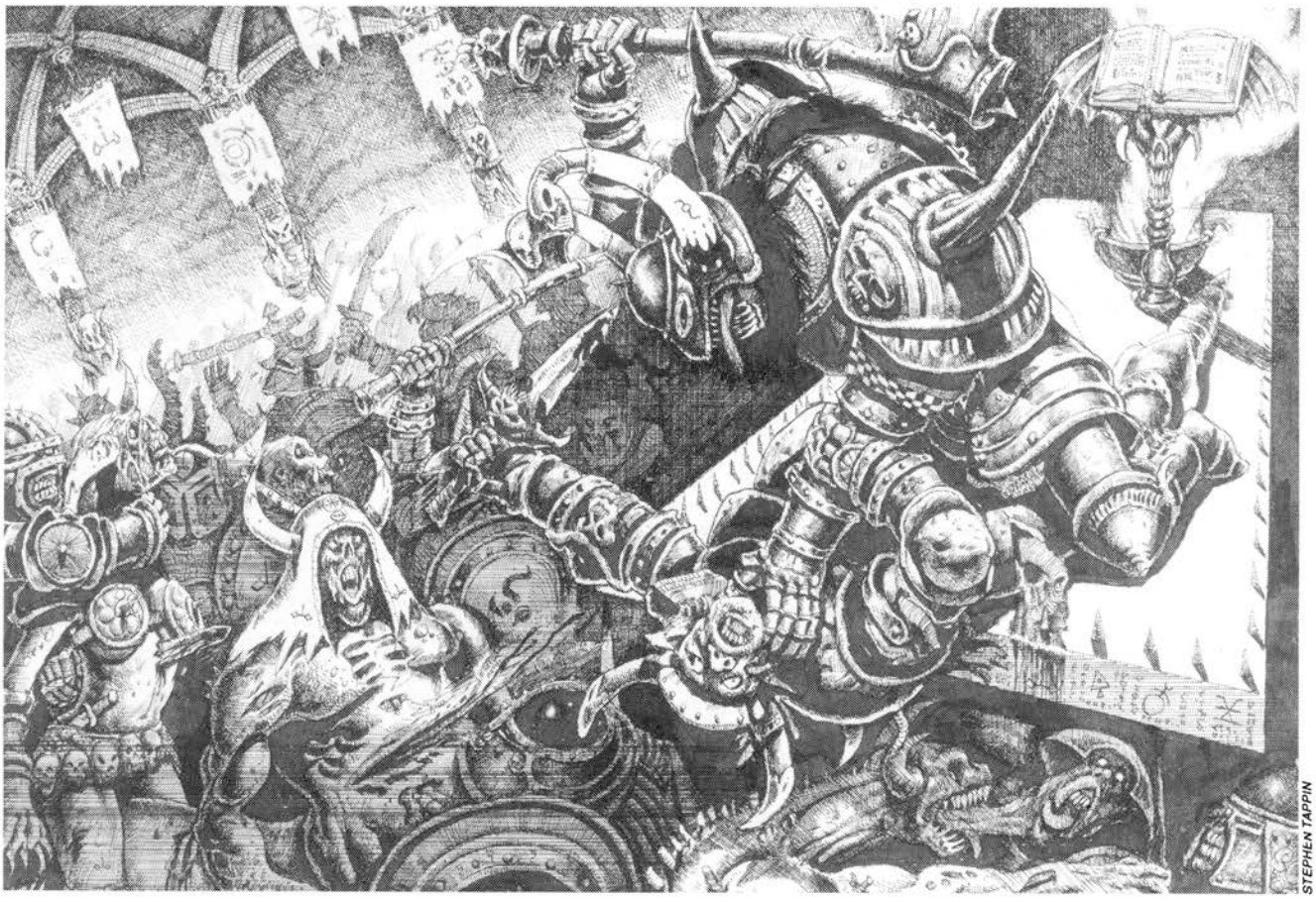
These explanations should suffice to explain how a character escapes from the battlefield. Remember, characters and especially Champions are heroic individuals, and like the heroes of fiction they are often saved from apparently impossible situations. Victorious players may want to go round murdering enemy casualties, but this will have no effect on the casualty recovery system - their deeds will always be twisted round so that casualties mysteriously disappear, identities are confused, or their victims are saved by some intervening force or event. In fact, a player should be discouraged from such ignoble behaviour as inappropriate to a game of heroic conflict.

MODELLING INJURIES AND ACQUISITIONS

Injuries sustained by characters present players with a chance to develop and show off their modelling skills. A character losing an eye may sport an eye-patch in future games. A model suffering facial injuries may carry an impressive scar from then on.

These conversions can be easily accomplished by painting over the model, or by using a little modelling putty to get the right effect. Limb loss calls for more drastic measures! It is easy to simply remove a hand and replace it with a hook. A lost leg can be cut away and replaced with a wire peg. Crutches and sticks can also be made from wire. Mechanical arms and legs give modellers an opportunity to really let the imagination run riot. A limb can be replaced with an armoured limb from a Space Marine, for example, or built from scratch using wire amd modelling putty. Alternatively, an elegant solution which avoids the need to convert the model is to paint the existing limb in a metallic colour to make it look robotic.

When models pillage new gear it is usually easiest to retire the old model and replace it with a new one equipped in a suitable fashion. Try and find a model which looks as much like the old one as possible. One way of ensuring continuity is to find a new body which has all the appropriate armour and weapons, and swap the head for the head from your original model. Alternatively, you can cut away and swap weapons, or model mail armour and helmets with modelling putty. However, many players prefer not to wreck a carefully painted model, and find it acceptable to either imagine the changes or to represent them in a temporary way with blu-tac.



STEPHEN TAPPIN

CHAOS MONOLITHS

When a Champion attains daemonhood his followers erect a monument, called a *Chaos Monolith,* to his mortal glory and eternal power. The usual form of the monolith is a great slab of stone, dressed, polished and carved with various degrees of accomplishment depending upon the skills of the Champion's devotees. Chaos Dwarves produce the most skilfully polished and carved stone monoliths. The rune of the Champion's Patron is carved at the top of the monolith, and across its surface the deeds and rewards of the Champion are recorded in the harsh Chaos script.

Chaos Monoliths can be found in the barren wildernesses and deep forests of the Old World which are the principal homelands of the Chaos Warbands on the Warhammer World. Monoliths can also be seen on other worlds settled and ruled by mankind. On worlds with advanced technology, monoliths sometimes take more sophisticated forms, such as holograms, video-screens, and pyrotechnic displays activated to a viewer's proximity by sound or vibration detectors, or some other device.

Chaos Monoliths always bear the rune of the Champion's Power or the rune of Chaos itself, and are protected by that Power as well as by the Champion as a Daemon Prince. This protection sometimes goes as far as to make the monument impossible to move or damage, although this is not always the case and old, broken, and weather-worn monuments are as common as undamaged ones.

Only a powerful enemy of Chaos would dare to try and damage a Chaos Monolith; followers of Chaos always treat them with reverence, even if they've been erected in the name of a Patron other than their own. No follower of Chaos willingly passes a monolith without reading the words upon it. Inscriptions are often copied and read out around the camp fires, at feasts, or before battle. In this way they pass into common circulation and are told and retold as stirring Chaos Sagas.

THE MAGIC OF THE MONOLITH

Monoliths act as a direct channel between the Daemon Prince or Patron Power and the material world. For this reason many shrines or temples to Chaos are built around a Chaos Monolith.

Any Wizard Champion can draw raw magical energy from a monolith if within 12" of it at the start of his turn. The exception to this rule is a monolith dedicated to a Champion of Khorne, which cannot send or draw power, but has its own special rule as noted below. The Wizard gains D6 magic points per turn, but may not exceed his normal maximum total by doing this. Drawing power from a monolith does not stop the Wizard casting spells.

No magic spell can be cast within 6" of a Chaos Monolith dedicated to a Champion of Khorne. This applies to all spells including those cast by Wizards, Daemons, and from magic weapons and rings. It does not affect the potency of magic weapons or armour.

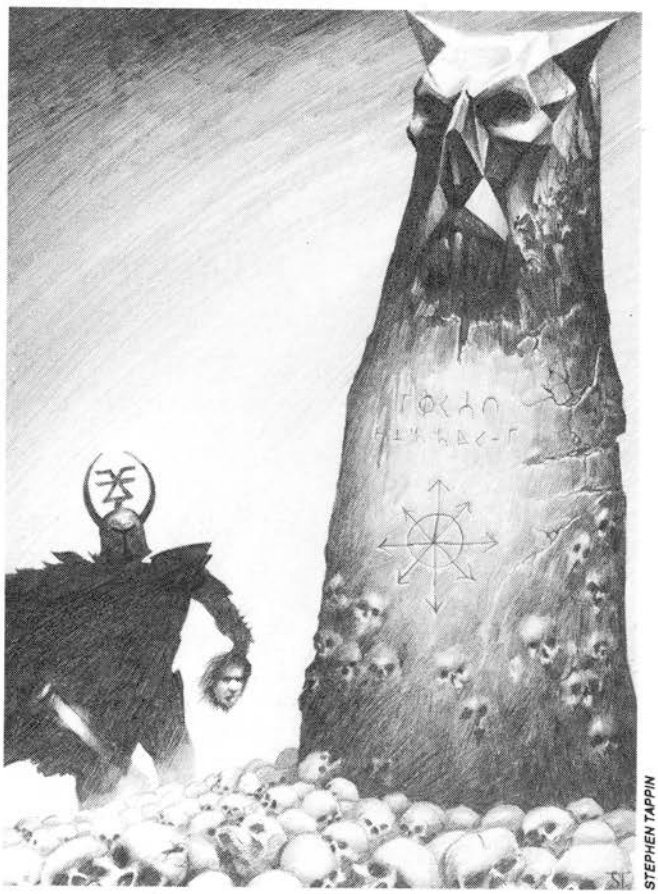
If a Champion wins a battle where there is a Chaos Monolith dedicated to a Champion of his own Power on the battlefield, he has the option of asking for an *Eye of God* result instead of rolling randomly for his next Chaos Reward.

MONOLITHS TO OTHER CHAMPIONS

Most monoliths are dedicated to Champions who have attained daemonhood and are erected by his loyal followers as described above. However, there are other types of monolith, although these are less common. Some special kinds of monolith are described below, and others can be invented by players to honour their own unusual Champions or Powers.

MONOLITHS TO CHAOS SPAWN

If a Champion is turned into a Chaos Spawn then the player may choose to remove him from the Warband and build a Chaos Monolith for him. The monolith covers a pit or cell where the Spawn continues to eke out its miserable existence. As followers of Chaos pass the monument they read it and pass food or drink down through a barred recess to the Spawn below. In this way, the Spawn continues to survive in confinement.



STEPHEN TAPPIN

MONOLITHS TO DEAD CHAMPIONS

If a Champion is slain his followers can erect a Chaos Monolith to him as a mark of their respect. The monolith incorporates a cairn or tomb where the body of the Champion is lain to rest. Should the dead Champion be reanimated as a Skeleton Champion of Chaos he will remain in the tomb ready to emerge and challenge passers-by. Monoliths of this kind often act as guardians to mountain passes, bridges, or the gates to secret places. The Skeleton Champion automatically emerges and fights anyone trying to pass, and only allows passage if defeated. If slain, the Champion retires to his tomb and will emerge once more to challenge the next group to attempt to pass him. Although normal Skeleton Champions last only a year and a day, the Chaos Patron can extend his unlife indefinitely once he is enshrined within a Chaos Monolith.

Beastmen also erect Chaos Monoliths to their Champions and these have a distinctive character all of their own. They are usually tall, thin, and crudely made, like a rough obelix or needle. The Champion's own skull or horns are placed in a niche above his name, and his banner is draped over the stone or buried beneath it. When a Beastman Champion is slain or achieves daemonhood, his mortal remains are brought to a herdstone, and his monolith is erected nearby. Successive Monoliths are arranged to form a circle, or series of concentric circles, around the Herdstone - eternal reminders of the fate of Chaos Champions and their followers.

MONOLITHS TO KHORNE

Monoliths to Champions of Khorne are sometimes made out of bones and bordered with skulls. If made from stone they are decorated with carved bones and skulls. A Khorne Monolith may also be cast from solid brass and polished to a mirror finish, but such skill requires the dedicated efforts of Chaos Dwarfs. A brass monument reflects not the onlooker's image but that of the Champion himself. Passing Champions of Khorne will stop to lay the heads of slain enemies at the foot of the monolith, forming a growing mound of skulls like that which surrounds the throne of the Blood God himself.

MONOLITHS TO SLAANESH

Monoliths to Slaanesh are often carved from exotic crystalline rocks with pink or purple streaks and glittering veins of quartz. Legendary monoliths carved from huge gemstones are reported but rarely seen. The borders are carved with entwined bodies or human figures engaged in debauched feasting or heedless dance. These carvings conjure up seductive images of pleasure and power, entrancing music, beguiling dreams, and other temptations to the Path of Chaos. It is said that a weak man who reads the monolith may remain there dreaming forever.

MONOLITHS TO NURGLE

Monuments to Nurgle almost always look old and crumbling no matter how recent they are, for the Lord of Decay makes no effort to preserve the physical appearance of monuments erected in his name. Shale and slate are favoured for making the monolith, and some are cast in rusting iron or green-crusted copper. Moss, mould, lichen and slime cover its surface, and its many nooks and crannies are home to all sorts of slithering beasts including snakes, lizards, toads, slugs and snails. When anyone approaches a great black mass of flies appears from within the monolith and surrounds it. Champions of Nurgle will toss the bodies of comrades or enemies at the feet of the stone, to rot and contribute to the growing mound of refuse around it.

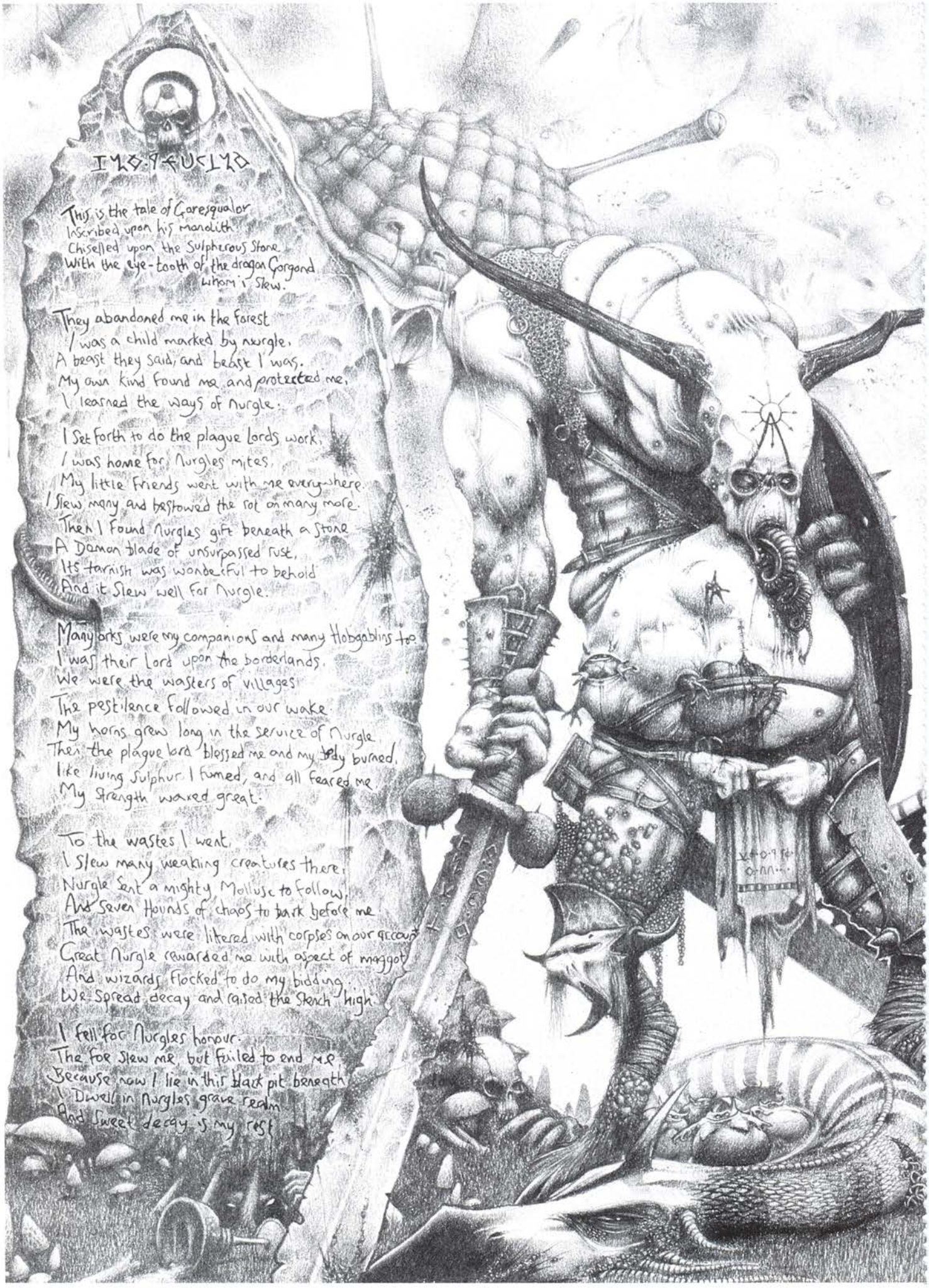
MONOLITHS TO TZEENTCH

Monoliths to the Lord of Change are inconstant but spectacular. They may be made from exotic stones like black obsidian or glowing marble, but are often fashioned from some completely improbable material. Once a monolith has been erected, Tzeentch or the Daemon Prince continually alters its form, changing it to suit some immortal whim or purpose. Slabs of pure fire, smoke, blood, or water for example. Living monuments of flesh which scream out at passers-by are especially frightening. Some monoliths float inexplicably in the air while others lie upon the surface of a lake or river.

COSMIC MONOLITHS

The Warhammer World is bound by storms of magic so that it remains isolated from the other worlds of the human galaxy. Elsewhere, the forces of the Imperium tenaciously fight the influences of Chaos, so that the open aggression of Chaos Champions and their forces is restricted to zones not controlled by the Imperium. On worlds where Champions of Chaos attain daemonhood or death there are monoliths to their memory just as on the Warhammer World. Cosmic monoliths are tablets, flat stones, or death caskets that float through space itself. They can celebrate a Champion whose mortal life ended while battling an engagement between space fleets. Often they orbit a world, transmitting their inscriptions to passing craft or projecting their image directly into spaceships.

Space hulks are huge space wrecks that float through space, often phasing in and out of the warp, appearing and disappearing in unpredictable and mysterious ways. They usually comprise many wrecks fastened together, and are inhabited by a variety of deep-space creatures who use hulks to travel the galaxy. The forces of Chaos sometimes use the hulks themselves, and many are so large that they are virtually worlds where conflict between rival Chaos Warbands and other inhabitants is inevitable. Chaos Monoliths are built to Champions who die or attain daemonhood on these space hulks. Imperial Marines raiding a space hulk often find these monuments to Chaos still intact, a shuddering reminder of the omnipresence of the Chaos threat.



This is the tale of Garesqualor
Inscribed upon his monolith
Chiselled upon the Sulpherous Stone
With the eye-tooth of the dragon Gorgond
Wherein I Slew.

They abandoned me in the forest
I was a child marked by Nurgle.
A beast they said, and beast I was.
My own kind found me and protected me,
I learned the ways of Nurgle.

I Set forth to do the plague Lords work,
I was home for Nurgles mites.
My little Friends went with me everywhere.
I Slew many and bestowed the rot on many more.
Then I Found Nurgles gift beneath a stone
A Daemon blade of unsurpassed rust,
Its tarnish was wonderful to behold
And it Slew well for Nurgle.

Many orks were my companions and many Hobgoblins too
I was their Lord upon the borderlands.
We were the wasters of villages
The pestilence followed in our wake
My horns grew long in the service of Nurgle
Then the plague lord blessed me and my body burned,
like living Sulphur I fumed, and all feared me
My Strength waxed great.

To the wastes I went,
I Slew many weakling creatures there,
Nurgle Sent a mighty Mollusc to follow,
And Seven Hounds of chaos to bark before me
The wastes were littered with corpses on our account
Great Nurgle rewarded me with aspect of maggot
And wizards flocked to do my bidding,
We Spread decay and raised the Stench high

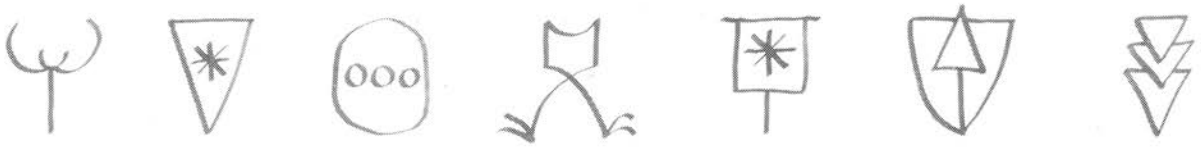
I fell for Nurgles honour.
The foe Slew me, but failed to end me
Because now I lie in this black pit beneath
I Dwell in Nurgles grave realm
And Sweet decay is my rest

Utter these words quickly
For Tzeentch knows
This Monolith will not rest here long
It roams the wastes my lost Soul
I was blind now I see
I was deaf now I hear
I was dumb now I speak
and I speak of Tzeentch
He who knows not the way of change is lost
For all things must change.
Tzeentch gave me a third eye
He duplicates my image to confuse my Foe
I changed the living into the dead
I changed homes to ruin
At the bidding of Tzeentch I turned flesh to
Bone and Tzeentch rewarded me
Goblins and Spawn hearkened to my words
Beastmen Fought by my side
Dwarfs also followed me
The who change rock into metal
In the wastes we Fought the Legions
I was the changer and was myself changed
Others may decry their fate but not I
Transformed into Spite to wander unseen
I am the ever changing one
Now this slab Fates before your eyes
Now you that have read this shall change
- Deliriachivs Moto.

THE DARK TONGUE

The Dark Tongue, also known as the Black Speech, is the language of Chaos as spoken by its servants and followers. It has undoubtedly earned its colloquial names because it is uttered in shadows by those clad in robes of darkness.

The Dark Tongue is a ritual language and the only tongue in which the mysteries of Chaos can truly be expressed. It is the language of Daemons, Beastmen and Chaos Creatures who have the power of speech. Daemon names and the secret daemonic names of Champions are all of the Dark Tongue. The servants of Chaos learn the Dark Tongue so that they can converse with daemons and other creatures that speak it. Chaos Warriors, Wizards and Cultists can communicate in the Dark Tongue, and most can carve the Runes of Chaos which are used to write it. The Skaven know the Dark Tongue, but find it impossible to pronounce properly; their own squeaky language, Queekish, is ultimately derived from the Dark Tongue. The Dark Elves also speak a related language known as Black Elvish, a cross between High Elvish and the Dark Speech. Dark Elves still use the pure Dark Tongue for their rituals and magic.



CHAOS RUNES

The Dark Tongue is written in Chaos Runes. The inscriptions on Champions' banners, Chaos Monoliths, and Beastman Braystones are all made using Chaos Runes. Runes are also used on magic weapons and items, and are daubed on Chaos temples and shrines. Each rune represents an individual Reward of Chaos, but there are also special phonetic runes which can be used to write any language including the Dark Tongue. Phonetic runes evolved when Chaos Wizards recorded their spells, incantations, and other occult works. Examples of the Dark Tongue and Chaos Runes are sought after by cultists and witchfinders alike, but where the cultists seek to collect and preserve, witchfinders are intent on expunging Chaos lore by erasing inscriptions and burning the texts. Despite these efforts, the Dark Tongue persists and flourishes, passed down by word of mouth and preserved on Chaos Monoliths.

THE CHAOS LANGUAGE

The Dark Tongue is rich in words and phrases which express the mystical, arcane and complex cosmology of Chaos. Although it is convenient to attach basic meanings to these words, they are imbued with far greater and deeper significance. Each word really encompasses a myriad of associated meanings and concepts. For this reason the Dark Tongue, in its pure and archaic form, has become the most powerful language of sorcery and ritual. Debased versions of the language have far less power to evoke the mysteries of Chaos.

The core of the Dark Tongue is a collection of root words, heavily endowed with meaning. The root word is altered by the addition of prefixes and suffixes to bring out the various potential meanings held within the root. Yet more meanings are yielded from the root by mutation of the root itself.

Although there are relatively few root words compared to other languages, such as High Elven for example, there are innumerable potential root mutations in the Dark Tongue. Few human cultists will ever learn all of them and so be able to unlock all the secrets held within the language. It is this characteristic of the Dark Tongue which makes it such an effective and potent means of expression for arcane and occult lore and lends it the haunting quality which gives power and eloquence to ritual incantations.

The following root words demonstrate how the Dark Tongue works in its crudest form including the principle elements of the names of the four great Chaos Powers. In the most ancient and purest texts of the Dark Tongue, used in Chaos rituals, they are named as Kharneth, Slaaneth, Nurgleth and Tzeeneth. From these are derived the names by which they have become commonly known: Khorne, Slaanesh, Nurgle and Tzeentch.

Root Word	Simplified Basic Meaning
Khaos	Chaos, the sea of souls, magic power
Phaos	Psychic essence, soul, will
Dhaos	Psychic entity, spirit, daemon, power
Tzeen	Change - the will to change
Nurgh	Decay - the will to live/defy decay
Slaa	Ecstasy - the will to feel and sense
Khar	Rage - the will to dominate
Leth, neth	Lord of, Master of, Ruler of
Thus:	Tzeeneth - Tzeentch - Changer of the Way
	Nurgleth - Nurgle - Lord of Decay
	Slaaneth - Slaanesh - Lord of Pleasure
	Kharneth - Khorne - Lord of Blood

RECORDING REWARDS

Rewards bestowed upon followers by the Chaos Powers, including Chaos Attributes, are expressed by specific Chaos Runes. It is traditional for Champions of Chaos to indicate their progress on the Chaos Path by inscribing the appropriate Chaos Rune or Runes on their shields, armour, weapons or other items of equipment.

Every Chaos Reward, be it a Gift or Chaos Attribute, is represented by its own rune. When the Champion writes his name he will append it with the runes indicating his Rewards. Should his followers raise a monolith to his memory then his runes will be displayed prominently upon it as a testament to his achievements.

The Chaos Runes are illustrated on the following pages. They provide a complete catalogue of Chaos devices which can be painted onto a Champion model's armour or shield, or drawn onto his banner. As decorative features, the Chaos Runes can be drawn in different styles should players wish to do so; after all, the Chaos Warriors and their followers come from a wide variety of backgrounds and there is no reason to assume that they would all draw a rune in exactly the same way.

So long as the rune is recognisable for what it is any degree of variation or decoration can be used. The highly elaborate runes of Nurgle and Tzeentch which are illustrated throughout this book show just one way in which this can be done. You can copy these designs or make up new variations of your own - as simple or as elaborate as you like.

TONY ACKLAND

THE COLOURS OF MAGIC

Chaos is the stuff of raw magic used by Wizards to work their spells. When Chaos enters the material world it fragments into eight different colours of magic. These colours plus two others, (Dark and Rainbow representing undivided and reunited Chaos) are the Colours of Magic. They are represented in the Dark Tongue by their own names and runes. Each is also known by a common magical name which identifies the Wizard's allegiance or *College* as this is known. For example a Wizard who uses Yellow Magic is a Golden Wizard and the Chaos Rune Chamon appears on his clothes and regalia.

Colour	Common Name	Chaos Name	Rune
White	Light	Hysh	
Yellow	Golden	Chamon	
Green	Jade	Ghyran	
Blue	Celestial	Azyr	
Grey	Grey	Ulgu	
Pink/Purple	Amethyst	Shyish	
Red	Bright	Aqshy	
Brown	Amber	Ghur	
Black	Dark	Dhar	
All Colours	Rainbow	Qhaysh	

Like all root words in the Dark Tongue these magic names can be mutated to draw out deeper and more diverse meanings. For example, the root word *aqshy* which refers to the red or bright shade of Chaos can produce the following range of meanings:

Aqshy'y	Bronze or brass
Aqsh	The colour red
Akhash	Blood
Akh	Battle, bloodshed, to slay in battle
Aksha	Battleaxe
Ksy	Key or solution
Iakash	Lock or obstacle
Akhshami	Secret
Aksho	To seek
Akhamshy'y	Slayers or warriors
Akami	Guardians

THE DARK

SERVANTS OF KHORNE

- Bloodthirster
- Bloodletter
- Fleshhound
- Juggernaut

GIFTS OF KHORNE

- Face Of Khorne
- Face Of A Bloodthirster
- Face Of A Bloodletter
- Face Of A Fleshound
- Face Of A Juggernaut
- Skin Of Khorne
- Collar Of Khorne
- The Hand Of Khorne
- Mark Of Khorne
- Crossbreed With Fleshhound
- Personality Loss
- Aggression Bonus
- Weapon Hand

SERVANTS OF NURGLE

- Great Unclean One
- Plaguebearer
- Beast of Nurgle
- Nurgling
- Palanquin

GIFTS OF NURGLE

- Face Of Nurgle
- Biting Tongue
- Face Of A Plaguebearer
- Face Of A Beast
- Immensity
- Nurgle's Rot
- Horns Of Nurgle
- Plague
- Hide Of Nurgle
- Crossbreed With A Beast
- Nurgling Infestation
- Familiar
- Trail Of Slime
- Rune Of Nurgle

SERVANTS OF SLAANESH

- Keeper Of Secrets
- Daemonette
- Fiend
- Mount of Slaanesh

GIFTS OF SLAANESH

- Face Of Slaanesh
- Face Of A Keeper Of Secrets
- Face Of A Daemonette
- Face Of A Fiend
- Face Of A Mount
- Crablike Claw
- Hemaphrodite
- Ensnaring Tongue
- Familiar
- Crossbreed With Mount
- Horns of Slaanesh
- Musk
- RazorEdged Tail
- Mark Of Slaanesh

SERVANTS OF TZEENTCH

- Changer Of Ways
- Pink/Blue Horror
- Flamer
- Disc of Tzeentch

GIFTS OF TZEENTCH

- Face Of Tzeentch
- Face Of A Lord Of Change
- Face Of A Horror
- Ecstatic Duplication
- Hand Of Tzeentch
- Flaming Arm
- The Gift Of Magic
- Reckoning Of Tzeentch
- Crossbreed With Flamer
- Familiar
- Changing Of The Ways
- Withering Gaze
- Rune Of Tzeentch

CHAOS ATTRIBUTES

- Acid Excretion
- Additional Eye
- Agility
- Albino
- Alcoholism
- Atrophy
- Beaked
- Bestial Face
- Beweaponed Extremities
- Big Ears
- Bird's Feet
- Black Skin
- Blood Rage
- Blood Substitution
- Breathes Fire
- Brightly Patterned Skin
- Bulging Eyes
- Burning Body
- Chaos Lord
- Chaos Spawn
- Chaos Were
- Cloud of Flies
- Cloven Hooves
- Cowardice
- Crest
- Crossbreed
- Crown of Flesh
- Crystalline Body
- Dimensional Instability
- Duplication
- Elastic Limbs
- Enormous Noise
- Enormously Fat
- Evil Eye
- Extra Joints
- Extremely Thin
- Eyestalks
- Fangs
- Fast
- Fear of Blood
- Feathered Hide
- Featureless Face
- Fits
- Flaming Skull Face
- Furry
- Growth
- Headless
- Hideous Appearance
- Hopper
- Horns
- Horrible Stench
- Huge Head
- Hunchback
- Hypnotic Gaze
- Illusion of Normality
- Invisibility

TONGUE

Iron Hard Skin
Irrational Fear
Irrational Hatred
Levitation
Limb Loss
Limb Transference
Long Legs
Long Neck
Long Nose
Long Spines
Mace Tail
Magic Immune
Magic Resistant
Magician
Mane of Hair
Manic Fighter
Manikin
Massive Intellect
Mechanical Man
Mercreature
Metal Body
Mindless
Moronic
Multiple Arms
Multiple Heads
Multiplication
One Eye
Overgrown Body Part
Pin Head
Plague Bearer
Pointed Head
Poisonous Bite
Powerful Legs
Prehensile Tail
Pseudo-Daemonhood
Puny
Quadruped/Biped
Rapid Regeneration
Razor Sharp Claws
Rearranged Face
Regeneration
Resilient
Rotting Flesh
Scaly Skin
Scorpion Tail
Short Legs
Shrink
Siamese Twin
Silly Voice
Silly Walk
Skull Face
Snake Tail
Spits Acid
Strong
Suckers
Tail
Technology
Telekinesis
Teleport
Temporal Instability
Tentacles
Transparent Skin
Uncanny Resemblance
Uncontrollable Flatulence
Vampire
Vividly Coloured Skin
Walking Head
Warp Frenzy
Warty Skin
Weapon Master
Wings
Zoological Mutation

OTHER USEFUL RUNES

Daemon Prince
Greater Daemon
Lesser Daemon
Chaos Attribute
Chaos Reward
Eye Of The God
Chaos Weapon
Daemon Weapon
Chaos Armour
Chaos Steed
Chaos Hound
Chaos Spawn
Caprigor
Bovigor
Ungor
Centaur
Minotaur
Dragon Ogre
Human
Dwarf
Elf
Ogre
Troll
Dragon
Manticore
Cockatrice
Griffon
Hippogrif
Skaven
Chimera
Gorgon
Harpy
Hydra
Jabberwock
Wyvern

Slain In Battle
Monolith
Chaos Warband
Henchman
Victory
Battle
Cultist
Kweethul
Six Eyed Slayer
Floating Horror
Thing
Fire Runner

TONY ACKLAND

PHONETIC RUNES

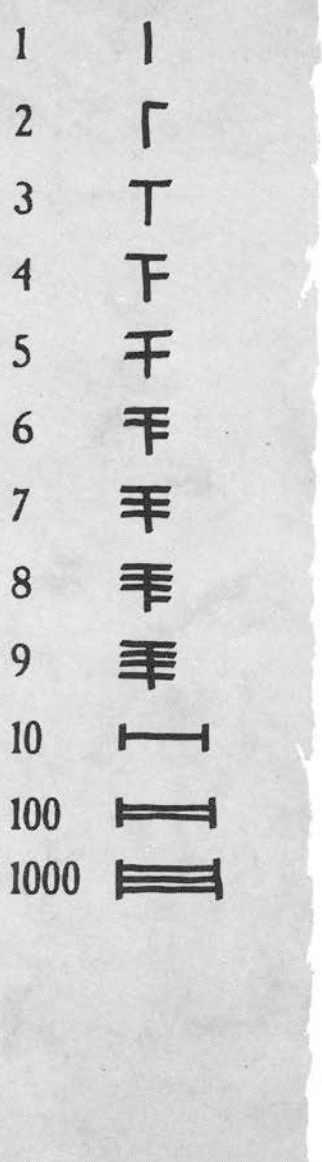
The Chaos Language is written in special Phonetic Runes. Phonetic Runes are runes which represent sounds in the same way as our familiar latin alphabet. Any language can be written using the phonetic runes, including English. We like to use these runes to write messages or slogans on our own Chaos Champions' banners. In the Warhammer World itself, Chaos devotees often use the phonetic runes to write languages other than their own. In fact, many Chaos Champions are humans and the language they speak and write will be human and not the Dark Tongue.

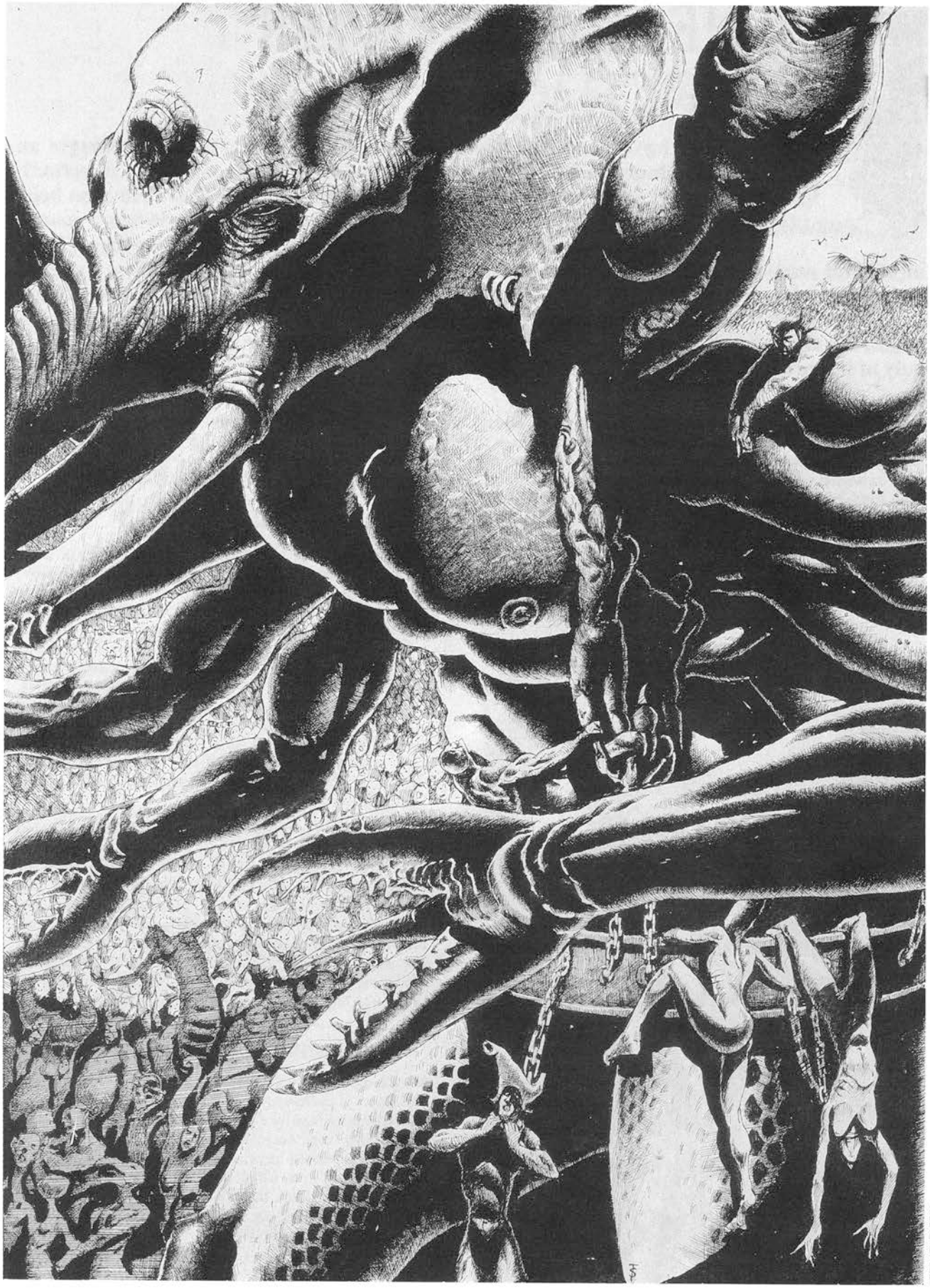
The phonetic runes are shown below with their nearest English sound equivalent. In some cases there is no direct English equivalent to a sound in the Dark Tongue, in which case one of several runes can be used depending on which the writer believes is closest in nature to the intended sound.

Numerals are also represented by specific runes. These runes can be written together to indicate multiple values. The runes for ten, a hundred and a thousand are simply repreated as many times as necessary to produce a number like three hundred or eight thousand. Because this repetition of the rune may be a little cumbersome, it is also acceptable to represent a number such as three hundred by writing the number three followed by the number hundred. Both systems are used and it is really up to the individual to decide which they prefer - some scribes combine both systems in the same document, using whichever best fits the space available.

LETTERS

NUMERALS





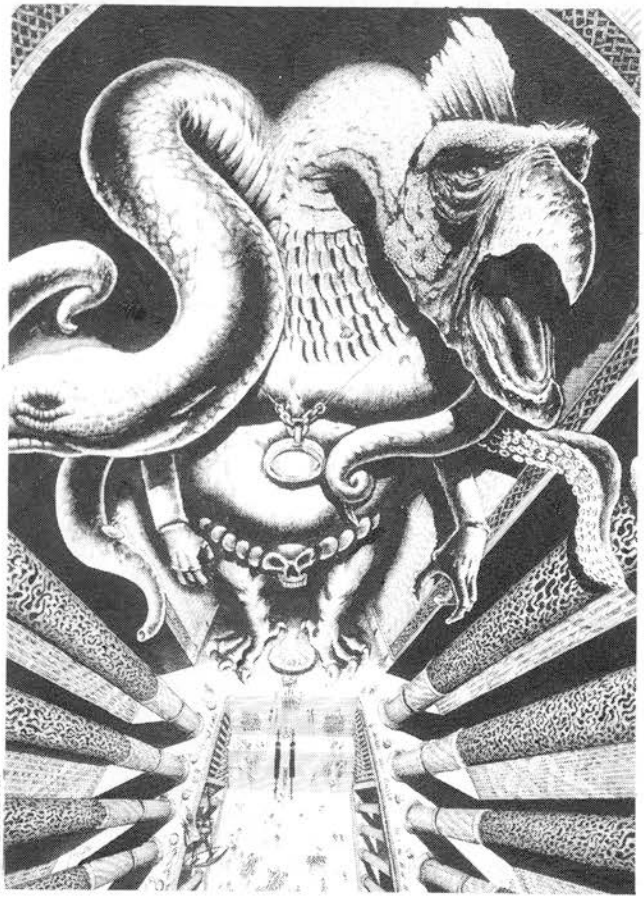
STEPHEN TAPPIN

THE LESSER POWERS OF CHAOS

As we have seen, the great powers of Khorne, Slaanesh, Nurgle and Tzeentch are manifestations in the Realm of Chaos, or warp, of collective character traits. To be more precise, they are formed from common beliefs and emotions associated with particular states of mind. When a man, or other intelligent creature dies, his shadow-self drifts in the warp. There it meets and coalesces with other shadow-selves with which it has an affinity. These appear as whirlpools of energy within the warp, whirlpools made up of shadow-selves which share a common residual belief or emotion. As only the most deeply rooted emotional states survive death, the shadow-self is not a proper reflection of a human or other sentient personality, but only of its core beliefs and most strongly felt emotions.

Each of these whirlpools of energy represents a particular aspect of humanity or of those other sentient races whose thoughts and feelings have contributed towards them. Thus the largest or most extensive are those associated with the most common or deep rooted emotions and beliefs. These are the four great Chaos Powers as we understand them: Nurgle, Tzeentch, Slaanesh and Khorne.

However, there are smaller whirlpools within the warp, lesser vortices spinning around the fringes of greater powers, growing, converging, dividing and eternally moving like the turbulent waters of a deep and troubled river.



STEPHEN TAPPIN

NASCENT POWERS AND THEIR DAEMONS

The shadow-self of a dead creature does not as a rule retain the personality or mind that characterised it when alive. When shadow-selves coalesce in the warp, they begin to achieve a consciousness of their own. The larger they become, the more closely do these entities approach full consciousness. The four Chaos Powers of Khorne, Slaanesh, Nurgle and Tzeentch have long since achieved full consciousness. There are also other powers which, although far smaller and less potent, are in the process of creation. They might be described as waking, or drifting in and out of consciousness, or in a dream state in which they dimly perceive the material world. These are all nascent powers, powers in the process of becoming. One day they will achieve full consciousness.

Nascent powers may also create daemons. These daemons are given birth during moments of relative coherence, or sometimes as an off-shoot of the dreaming mind of the unborn power. The daemons have energy only whilst their power is coherent or active, although they are not destroyed as their master slumbers, rather they become inactive until he wakes once more. Such daemons may interrupt in the lives of mortals just as other daemons do, furthering the interests of their patron and promoting the very traits, emotions, and beliefs that feed him.

INDEPENDENT DAEMONS

We have seen how the four great powers have their own pantheons of daemons, creatures given form by their divine masters and driven by a part of his personality. The energy that allows these daemons to exist can be reclaimed by their Power should he wish, dissolving their energy back into the Power from which it derived. Not all daemons are of this kind however, there are also independent daemons which owe no allegiance to any power. Such creatures are small parts of the warp, discreet whirlpools of energy far tinier than the Powers, but fully conscious.

A daemon of this kind is likely to have a mortal origin. A Champion of Chaos who owes no allegiance to a Power may rise to full daemonhood as a Daemon Prince. His mind and shadow-self unite to form a daemonic creature that inhabits the warp and which can manifest bodily in the material world under appropriate circumstances. Daemon Princes are sometimes worshipped by mortal followers who knew them in life.

Other daemons are born from an amalgam of highly focused shadow-selves. This is an unusual occurrence. Recorded instances stem from great tragedies involving the sudden death of several people at once and under particularly horrifying or heroic circumstances. The shadow-selves of the group pass into the warp at the same time, their material proximity ensures their warp proximity, and the circumstances of their death ensure a commonality that draws them together and into a single vortex of energy. The result is a daemon whose character is dominated by the events or emotions elicited by a common death. Such daemons may result from the heroic last stand of a group of warriors. More strange are the daemonic death cults whose members make a pact to live as murderers, hunting down and strangling or stabbing their victims, thereby establishing a commonality of mind or shared experience. These death cultists then slay themselves in the belief that their souls will converge to form an everlasting daemon. Such bids for immortality are not uncommon amongst Chaos Cultists, and give rise to daemons which owe no allegiance to any Chaos Power.

Other independent daemons merely exist, without appearing to drive directly from any living or supernatural precursor. Perhaps they are a natural part of the warp itself, its indigenous inhabitants who regard the influx of shadow-selves from the material universe as an unwelcome invasion. Maybe they are cojoined shadow-selves of creatures that lived in an unimaginably early time before the living races of the current era; ancient Powers whose potency has waned to the point where they are but minor energies in the chaotic whirlpool. It could be that they are the shadow-selves of some order of material creatures that we understand nothing of; the warp forms of things we regard as inaminate but which have their own immeasurably slow thoughts and lives such as trees, streams, rocks and whole planets. Undoubtedly there is no single explanation for the existence of many independent daemons and many may have an origin which is wholly unique.

CREATING AN INDEPENDENT DAEMON

We have already described the Chaos Powers of Khorne and Slaanesh in *Slaves to Darkness* and Nurgle and Tzeentch in this volume. These four Powers each have their own pantheons of daemons and other servants, ranging from Greater Daemons to Mortal Champions. We have also explained that the warp is home to countless other nascent Powers as well as to independent daemons of various kinds. This section describes how you can create independent daemons to use as patrons.

NEW PATRONS

The Chaos Champion will normally serve one of the four Great Powers. Alternatively, the Champion follows no specific Power, but owes his allegiance to Chaos as a whole, earning his rewards from whatever Power or daemon happens to take notice of his deeds. Of course, the advantage of following a specific Power is that the Champion may substitute a gift from the *Chaos Rewards Table* for a random roll on the Gift Table of his own patron.

The system described in this section gives the Champion a further choice: to create a mighty independent daemon which the Champion can serve as his patron. This is a particularly interesting variation of the game, as it is possible to create not only your own patron, but an entire pantheon of Greater Daemons, Lesser Daemons, and so forth. You can also make-up your own Gifts Table to use in the place of those of the four Great Powers.

All this involves quite a bit of work and imaginative input on your part, so you must be prepared to adapt and interpret the raw material contained in this book and *Slaves to Darkness*. You will have to invent rules and draw up your own charts as well as characterising the patron daemon and his minions.

THE PATRON

Firstly, we'll describe how you can create a patron daemon. It helps to establish the daemon's character if you have an idea of where it comes from. Daemonic origins have already been discussed and are summarised below.

1. It is a former Champion of Chaos that has achieved daemonhood as a Daemon Prince.
2. It is a composite daemonic entity founded upon one or more highly focused souls - such souls are not dissolved in the warp but retain their own integrity as daemons.
3. It is a daemonic entity of another kind, formed from the souls of life-forms not recognised by man (eg plants, rocks, planets), or from the souls of ancient and now extinct creatures. Or the daemon is an indigenous inhabitant of the warp and has no material origin.

A Daemon Prince can be used as a patron by a new Champion. If the Daemon Prince owes his daemonhood to a specific Chaos Power, then his independence is only nominal as he is a daemonic servant of his original master. This Daemon Prince can act independently as a patron.

A player may also randomly generate a patron daemon by following the procedure below. The procedure is slightly different to that for creating a random Daemon Prince as described under *Daemonic Legions*. This can produce a very spectacular and interesting daemon which will be eminently suitable as a patron. Proceed as follows:

1. Choose a mortal creature as the basis for the daemon. Refer to the *Universal Creature Table* and randomly generate a creature from it.
2. If you randomly generate an animal (eg horse, wolf, spider) or an animal-like alien (eg Lashworm, Cudbear) then you can chose to apply the Crossbreed attribute to it. Crossbreed it with another randomly determined creature. This gives a more interesting basis for a mighty daemon.
3. Refer to the *Chaos Attributes Table* and randomly generate D6+3 attributes. If you generate *Chaos Spawn* or *Mindless* attributes re-roll the result. Do not reduce leadership, intelligence, cool or will power below 1 regardless of attributes.
4. Modify the creature's profile as follows:

Strength	Double up to a maximum of 10
Toughness	Add +2 up to a maximum of 10
Wounds	Double
Initative	Double up to a maximum of 10

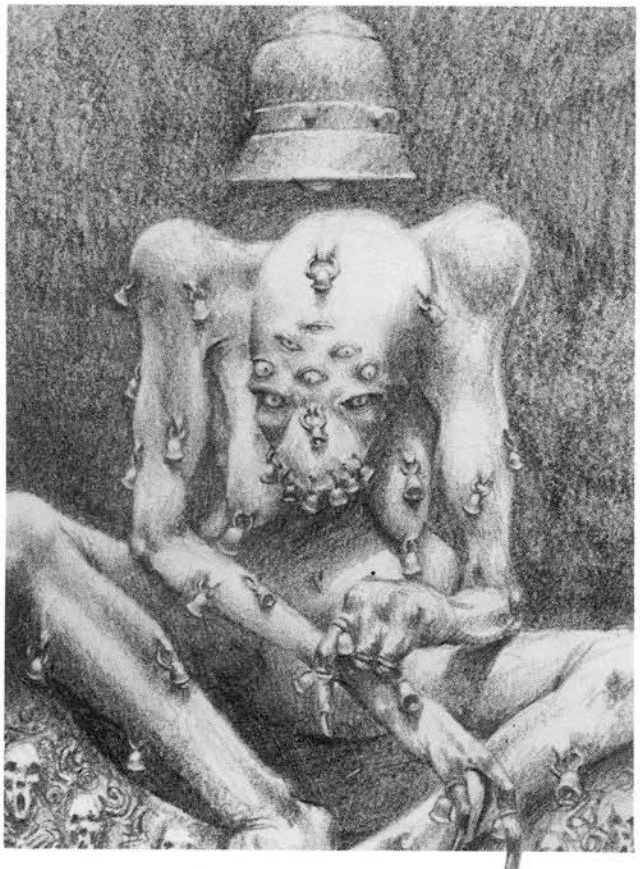
5. The creature grows to 1 1/2 times its size. It acquires horns, wings and a tail if it does not already have them.
6. The creature becomes daemonic and is subject to the normal rules for Greater Daemons, ie.
   1. It cannot be harmed by normal weapons. It can be harmed by magical or technological weapons, and it can be harmed by hand-to-hand attacks from creatures which have a magical attack (daemons, elementals, chaos creatures, ethereal creatures, and chill attacks from vampires).
   2. Its own attacks are magical and can therefore affect daemons and creatures which are only vulnerable to such attacks.
   3. In the material universe the daemon will be subject to instability.
   4. It is not affected by psychological effects other than those caused by one of the four Great Powers in person.
   5. If the daemon has spell casting powers it may use its powers without expending magic points. Spells are always cast successfully.
   6. The daemon can fly as a swooper with maximum speed of 32" and an acc/dec of 8".
   7. The daemon causes the psychological effect of fear 12"+3.
7. You now have all the physical details of your daemon. You will need to give him a name and invent a symbol. A name can be generated from the daemonic names tables in *Slaves to Darkness*, or you can make up a suitable name of your own. As your daemon took shape, you probably began to imagine how he might behave, things that would anger or amuse him, and how he might reward those who choose to honour him. His attributes may suggest aspects of his personality, and therefore contribute towards your own mental picture of his daemonic character. If you have decided upon an origin for your daemon that might affect his character too.
8. It is appropriate for a patron daemon to have trappings, weapons, armour, and so on. Roll D6+3 times on the *Daemonic Trappings Table* below. These are items that a daemon might have acquired as gifts whilst mortal, or things possessed by him as physical manifestations of his daemonic energy.

D6	Daemonic Trappings
1	**Daemon Weapon.** If rolled twice the daemonic patron has two weapons. If rolled a third time both weapons are combined. If rolled a fourth or subsequent time the new weapon is incorporated into the old.
2	**Chaos Weapon.** If rolled again the weapon gains another property.
3	**Chaos Armour.** If rolled more than once the saving throw of the armour is increased by +1.
4	**Strength Increase.** Add +1 to the daemon's strength.
5, 6	**Daemonic Attribute.** The Patron has a daemonic attribute. He carries some interesting item or he has some strange property unique to himself. You can make this up for yourself if your wish, or use the *Daemonic Attribute Table* on the following pages.

STEPHEN TAPPIN

DAEMONIC ATTRIBUTE TABLE

D100	Result
01-03	**Book.** A huge book is chained to the daemon's belt or wrist. The book contains the names and deeds of all his Champions.
04-06	**Familiar.** The daemon has one or more tiny familiars which crawl over his body or scamper about his feet.
07-09	**Throne.** The daemon has a throne made from the flesh of his fallen champions, or perhaps from their bones, or carved from some exotic material.
10-12	**Staff.** The daemon carries a tall staff the head of which is fashioned into the shape of his own symbol.
13-15	**Bound.** The daemon is bound in hundreds of feet of heavy iron chain, wound around his body like a mummy, rendering him completely immobile.
16-18	**Neck Iron.** The daemon has a heavy metal collar around his neck. Four slender metal chains lead from the collar, ending in a tiny familiar. The four familiars scamper around the daemon like a huge maypole. As they turn the collar round the daemon's head turns round as well.
19-21	**Chalice.** The daemon has a huge golden chalice. As his champions are hurt or slain the chalice fills with their blood and he drinks from it.



ADRIAN SMITH

22-24	**Black Box.** The daemon holds in his hands an intricately decorated box. As he talks he plays with the box and it emits strange squeaking and crackling noises.
25-27	**Broken Body.** The daemon looks as if he has been torn into many parts and then crudely sewn together again. As he moves gaps appear where the stitches meet, and blood seeps out.
28-30	**Remove Limbs.** As the daemon speaks it idly removes parts of its own body, its arms, legs, head, wings and so on. These flap around on their own and eventually make their way back towards the main body.
31-33	**Captive.** The daemon carries some naked person tucked under its arm or drags them behind on a chain. The captive appears passive and lost, occasionally looking up with an expression of resignation and suffering. The captive could be a randomly generated creature if you wish.
34-36	**Ball and Chain.** The daemon is manacled to a huge iron ball, which sometimes he carries and at other times drags round after him. Alternatively the ball is carried by a succession of his Champions.
37-38	**Neckchain.** The daemon wears a heavy chain around its neck, suspending a huge jewel, carved symbol or other device.
39-41	**Living Chain.** The daemon wears a chain formed from a living creature or creatures. For example a snake which slithers round his neck, or a human chain made from tiny naked humans each holding the feet of the one in front.
42-45	**Bells.** The daemon's body is covered with little bells, either sewn to his flesh, tied with leather thongs, or carried on little chains. As the daemon moves the bells ring.

46-48 **Horn.** The daemon carries a hunting horn made from the horn of some huge beast, or from some precious material. He blows the horn to summon his minions.

49-51 **Vents.** The daemon's body is covered with tiny holes. Every so often one or more holes gives vent to a burst of steam.

52-54 **Helmet.** The daemon wears an elaborate helmet or other headgear.

55-57 **Cloak.** The daemon wears a strange cloak fashioned from fur, heavy chains, or the intertwined bodies of living creatures.

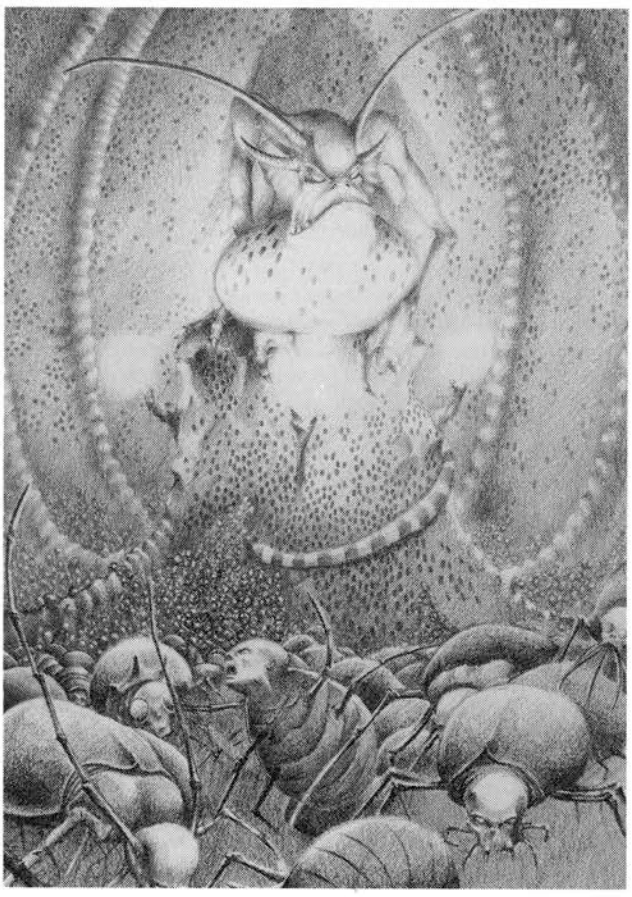
58-60 **Chariot.** The daemon always appears riding a chariot or wagon pulled by daemonic creatures.

61-63 **Boat.** The daemon always appears at the helm of a daemonic boat, propelled by a shadowy boatman, and accompanied by the lapping waves of the warp itself.

64-66 **Rings.** The daemon wears 1 or more finger rings carved from strange jewels. If he has no fingers the daemon wears the rings as torques, through his nose, through his ears, or on his toes. The gems in the rings shift colour with the moods of the daemon.

67-69 **Belt.** The daemon wears a heavy belt suspended on which is a purse. Inside the purse is something that wriggles. It contains the souls of his Champions.

70-72 **Carpet.** As the daemon walks he treads upon a living carpet of naked humans. The carpet is formed from the daemon's fallen Champions or from their victims.



ADRIAN SMITH

73-75 **Nails.** The daemon has nails driven into the whole surface of his body. The wounds seep with blood.

76-78 **Consumes Own Body.** The daemon consumes himself, starting with his extremities and working his way up to his head or mouth until he is completely eaten. When he reappears the process begins again.

79-81 **Consumes Fallen.** Beside the daemon is an iron cauldron from which can be heard agonised cries and pleading. Every so often the daemon reaches into the cauldron and takes out a tiny naked human and eats it. The daemon is consuming the souls of his fallen Champions, or of those slain by his Champions.

82-84 **Reborn.** The daemon appears to slowly swell and as he does so he also ages, his actions and voice becoming increasingly feeble. Eventually the daemon reaches a state of swollen decrepitude, and he bursts open and an agile, younger version of himself steps out. The old daemon skin cracks and crumbles to dust, whilst the new daemon begins the process of rebirth once more.

85-87 **Reaper.** The daemon carries a scythe or sickle. An hour glass filled with sand hangs from a chain attached to his body or belt. Occasionally the daemon taps the glass and inspects the edge of the scythe. The sand never appears to move. Each grain is the soul of one of his champions.

88-90 **Shroud.** The daemon is enveloped in a huge, black, hooded cloak upon which is chalked or painted all kinds of daemonic runes. As the daemon gestures and moves parts of his body appear from the cloak, and the runes shift and move about, fade or glow.

91-93 **Totem Pole.** Beside the daemon stands a tall totem pole carved with daemonic faces. The faces move and murmur, and sometimes take on the appearance of whoever looks upon them. Occasionally the daemon glances over disapprovingly, and the pole falls silent.

94-96 **Hive.** The daemon sits upon a mound or hive. As the daemon speaks bees, termites or some such creature swarm about him. The swarm is composed of the souls of all of his fallen Champions and each tiny creature has a human head.

97-00 **Mouth Captive.** Inside the daemon's mouth is a tiny humanoid creature. When the the daemon opens its mouth to speak or eat the tiny creature tries frantically to escape, but the daemon's mouth always closes before it succeeds.

TONY ACKLAND

The list below gives types of weapon suitable for a daemon. If you wish you can use this chart to turn a randomly generated Chaos Weapon or Daemon Weapon into something more interesting. Patron daemons do not need weapons to attack as they can tear, rip, bite and stomp their enemies as they please.

D100	Weapon
01-05	Axe
06-10	Cleaver
11-15	Double-handed axe
16-20	Flail/Cat'o ninetails
21-25	Halberd
26-30	Iron truncheon
31-35	Length of chain
36-40	Long bone (eg femur)
41-45	Long knife or dagger
46-50	Morning star
52-55	Plain mace
56-60	Scimitar
61-65	Serrated curved sword
66-70	Spear or trident
71-75	Spiked mace
76-80	Straight sword
81-85	Sword in each hand
86-90	Sword and whip
91-95	Trident and net
96-00	Wooden club/branch

THE DAEMON AS PATRON

To use the daemon as a patron you will need to create a Gift Table for him. This is then used in the same way as the Gift Tables for Khorne, Slaanesh, Nurgle and Tzeentch. This is where you must do a lot of the work yourself, and where your own ideas about the daemon's character will be important.

You will need about 20 different results. These should be based upon the daemon's own appearance and attributes. For example, if the daemon has the head of a horse, then one result will give the Champion such a head. Work out as many results as you can based on the daemon's appearance, and then add in more based around the character you have worked out. Invent any special rules that will be needed, but always try to balance the table so that there are no especially good or bad results. The whole idea of this table is that it should make your Champion look and act more like his patron, so most results should reflect this. If you get stuck for ideas you can include results which give the Champion a daemonic name, or an indelible mark of the patron somewhere on his body. Always make sure that there is at least a 1% chance of an ordinary Chaos Attribute rolled on the Attributes Table.

EXAMPLE: Gristlegut Daemonic Patron, true name Kweethul

Kweethul began as a randomly generated level 5 Skaven hero, a promising and characterful start for a daemon. He has 5 attributes. I managed to roll up Hunchback, Bestial Face (goat - gaining an extra gore attack), Poisonous Bite (another extra attack), Overgrown Body Part (Legs x3), and Levitation (12 points to spend). For trappings he has a Chaos Weapon (serrated sword) with two properties (Command and Parry), Strength +1, and Chaos Armour. Once the standard profile modifications are applied Kweethul's profile is quite impressive.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
10	4	4	9	6	4	10	4	6	6	5	7

Kweethul gets his wings (as a Skaven he has a tail, and he also has horns already thanks to his Bestial Face attribute) and grows to an impressive 10 or 12 feet high (he's already taller than a normal Skaven because of his overgrown legs). So, his final appearance is that of a gigantic humanoid rat with long legs, wings, a tail, and a hunchback. His head is that of a horned goat. He wears Chaos Armour and carries a serrated sword.

Kweethul is quite imposing. Nobody is going to mistake him for anything other than the mighty daemon he is! He has a gore attack from his horns, and another poisonous bite attack. Kweethul can also levitate - and as a daemonic creature it seems appropriate to have him levitate at will without the need to use levitation points.

KWEETHUL GRISTLEGUT AS PATRON

This is where I can really let my imagination take over! Gristlegut is based on a Skaven, so his personality is going to reflect that. Perhaps he screams and screeches like a rat, repeating the same word several times over as Skaven often do. Like all Skaven, I surmise that he favours tunnels and dark places. He probably likes plotting and planning too, because Skaven are always scheming to undermine human civilisation. In fact Kweethul doesn't like humans much, except when he can twist them to his will, and he takes pleasure in the destruction of towns and cities of all kinds. So Kweethul is a devious and subtly manipulative patron, he doesn't care much for humans or their cities, but he favours underground places and darkness. When it comes to designing a Rewards of Kweethul Table I have to bear all this in mind.

ADRIAN SMITH

KWEETHUL GRISTLEGUT

REWARDS OF KWEETHUL

01-04 **Face of a Rat.** The Champion gets the head and face of a Skaven.

05-08 **Face of a Goat.** The Champion gets the head and face of a Goat just like Kweethul himself. He also gets a set of horns if he has not already got some, and an additional gore attack.

09-16 **Furry Hide.** The Champion's body sprouts sleek rat-like hair covering him from head to foot.

17-20 **Hunchback.** The Champion becomes a hunchback with a hideous and crooked appearance.

21-24 **Levitation.** The Champion gains the ability to levitate in exactly the same way as the normal *Levitation* attribute. Roll 2D10 to establish his levitation points.

25-28 **Stutter-squeak.** The Champion starts to speak like a Skaven; repeating words two or three times over, making chittering noises as he talks, or suddenly squeaking out a word rather than talking properly.

29-36 **Rat's Leg.** One of the Champion's legs becomes hairy and claw-footed like that of a rat. Unless he wears long robes it will be immediately obvious that he has a rat's leg.

37-42 **Tail.** The Champion grows a long rat's tail complete with stubbly fur. The tail can be used as an additional limb to hold another weapon, giving an extra +1 attack.

43-48 **Huge Incisors.** The Champion's incisor teeth grow to resemble those of a large rat. In fact they become so large that he cannot close his mouth properly! These confer an additional +1 poisonous bite attack. If the Champion already has a bite attack this is replaced by the poisonous rat-bite.

49-52 **Overgrown Legs.** The Champion's legs grow to three times their current size affecting his profile as follows. Mx2, T+1, W+1, and I+2. The Champion also gains 1 fear point.

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53-56 **Fear of Bright Light.** The Champion's eyes become sensitive to bright light. Daylight makes him feel uncomfortable, and he preferes not to venture out in sunlight, though it does not harm him. However, he becomes subject to fear of any very bright light, including fire, magical fireballs, etc. The character must take a fear test is attacked by fire or a blinding light, or if he wishes to attack a flaming enemy.

57-64 **Hatred of Humans.** The Champion becomes subject to hatred of humans. This does not apply to any humans in his own retinue, or to any humans bearing Chaos Attributes (they have already lost their humanity).

65-68 **Rat Familiar.** The Champion is given a familiar in the form of a rat. The creature lives in his pack or pocket, and usually perches menacingly on his shoulder whispering into his ear. The rat will jump onto an enemy in hand-to-hand combat biting and clawing with daemonic fury. Its profile is as follows.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
-	6	-	3	3	1	6	1	10	2	10	10

The rat is a daemon and is subject to the normal daemon rules given in *Slaves to Darkness* (and summarised above under *The Patron*). If the familiar is killed the Champion suffers no penalty but loses a useful ally. No more than one daemon rat is ever given at once.

69-74 **Foetid Breath.** The Champion's breath is tainted with the carrion stench of death. The Champion can use his breath to distract a hand-to-hand combat opponent, reducing all of his 'to hit' dice rolls by -1 while the combat lasts.

75-80 **Whiskers and goaty beard.** The Champion sprouts whiskers like those of a rat and a beard and wattles like a goat. These are merely ornamental and make no difference to his profile or fighting abilities.

81-86 **Kweethulian Name.** Kweethul always repeats words like 'runrun' and 'killkill', and when he talks to his Champion he does the same. Kweethul has decided to reward his Champion by giving him a new name, consisting of any single syllable from his old name but repeated twice. Thus if his old name was Deitrich, his double name might be Deitdeit or Richrich. If a Champion receives this attribute more than once he adds another syllable to his Kweethulian name.

87-92 **Speedy Reflexes.** The Champion increases his initiative by +1 to a maximum of 10.

93-98 **Black Eyes.** The Champion's eyes turn completely black, the whites and iris part disappear altogether. This makes him look very strange and gains him +1 fear point.

99-00 **Chaos Attribute.** Kweethul, the scheming and malicious, has decided that you should receive a Chaos Attribute as your reward. Roll up a random Chaos Attribute from the *Personal Attributes Table*.

THE DAEMONIC PANTHEON

Just as a player can create his own patron, so it is relatively simple to invent daemonic minions for that patron. If we stick to the division of Greater Daemon, Lesser Daemon, Daemonic Steed, and Daemonic Beast, then we have a good basis for our pantheon. Of course, the new patron is nowhere near as strong or influential as the four great Powers, and his own daemonic following is unlikely to be quite as potent as that of Khorne, Slaanesh, Tzeentch or Nurgle. If you intend to invent a whole pantheon for your patron (rather than just the patron himself) then you can incorporate features from the daemonic minions into the patron's reward chart.

CREATING GREATER DAEMONS

Your patron has daemonic minions just like the four greater Powers, the mightiest of these are his Greater Daemons. These are created as follows.

1. Choose a mortal creature as the basis for the daemon. Refer to the *Universal Creature Table* and randomly generate a creature from it.

2. If you randomly generate an animal (eg horse, wolf, spider) or an animal-like alien (eg Lashworm, Cudbear) then you can chose to Crossbreed it with another randomly generated creature. Alternatively, you may chose to crossbreed it with the creature the patron daemon is based upon. See the Crossbreed attribute for details.

3. The Greater Daemon has D6+3 Chaos Attributes. Determine the attributes by rolling on the Attribute Chart as normal. If you roll a result you don't much like, you can substitute it for an attribute that the patron daemon has. In this way the worse attributes can be avoided, whilst the daemon will grow more and more like its master. Do not reduce leadership, intelligent, cool or will power below 1 regardless of attributes.

4. Modify the creature's profile as follows:

Strength	Double up to a maximum of that of the patron daemon
Toughness	Add +2 up to a maximum of that of the patron daemon
Wounds	Double up to a maximum of that of the patron daemon
Initative	Double up to a maximum of that of the patron daemon

5. The creature grows to 1½ times is size. It acquires horns, wings and a tail if it does not already have them.

6. The creature becomes daemonic and is subject to the normal rules for Greater Daemons. See above for summary.

7. Just as the patron daemon has trappings, so the Greater Daemon also has trappings, weapons, armour, and so on. Roll D6 times on the *Daemonic Trappings Table* below.

D6	Daemonic Trappings
1	**Nothing**
2	**A Daemon Weapon.** If rolled twice the daemonic patron has two weapons. If rolled a third time both weapons are combined. If rolled a fourth or subsequent time the new weapon is incorporated into the old.
3	**Chaos Weapon.** If rolled again the weapon gains another property.
4	**Chaos Armour.** If rolled more than once the saving throw of the armour is increased by +1.
5	**Strength Increase.** Add +1 to the daemon's strength up to a maximum value of that of the patron daemon.

8 Note down the daemon's attributes and final profile. Invent a name for your creation. If the daemon has a weapon this can be a sword, the same type as the patron, or generated from the table below.

D100	Weapon
01-05	Axe
06-10	Cleaver
11-15	Double-handed axe
16-20	Flail/Cat'o ninetails
21-25	Halberd
26-30	Iron truncheon
31-35	Length of chain
36-40	Long bone (eg femur)
41-45	Long knife or dagger
46-50	Morning star
52-55	Plain mace
56-60	Scimitar
61-65	Serrated curved sword
66-70	Spear or trident
71-75	Spiked mace
76-80	Straight sword
81-85	Sword in each hand
86-90	Sword and whip
91-95	Trident and net
96-00	Wooden club/branch

Give the weapon 1 Chaos Weapon Property. This can be either a property that the patron daemon's own weapon has, or randomly generated.

LESSER DAEMONS

A Lesser Daemon can be created using a randomly generated creature from the *Universal Creature Table*. Any humanoid type creature should begin with a basic profile (not a Hero or Wizard). Proceed as follows.

1. Reduce the creature's wounds to 1. A Lesser Daemon should have only 1 wound, and attributes cannot increase its wounds above 1. If the creature is normally large (eg a Dragon) then imagine it has shrunk to about human size.

2. Roll on the *Change Appearance Table* below.

D6	Change Appearance
1	**Special.** Roll a D6
	1-2 Remove a body part altogether
	3 A body part becomes a flaming part
	4 A body part becomes skeletal
	5 Substitute a body part for the equivalent skeletal body part of another creature
	6 Substitute a random body part for the head of another creature.
2-5	Substitute a random body part for the equivalent part of another creature.
6	Add a random body part from another creature. Choose where to place the part, or allocate it randomly if you prefer.

To remove a part, roll on the *Body Part Table* and remove the body part or area indicated. To substitute a part for an equivalent part of another creature, roll on the *Body Part Table* to establish the part to be replaced, then roll on the *Substitute Table* to establish the donating creature. For example, a Body Part roll of 03 is the Head, a substitution roll of a 01 is an Ant - so the daemon's head is substituted for the head of an Ant. To add a body part from another creature, first establish what sort of body part is to be added using the *Body Part Table*. Then establish the type of donating creature using the *Substitute Table*. The part can be added anywhere on the daemon's body you think it will look most spectacular, or you can randomise its position using the *Body Part Table* if you prefer.

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3 Continue to roll on the *Change Appearance Table* until you are satisfied with the result. The number of changes you make is up to you.

4 Decide upon the number of Chaos Attributes the daemon is to have. This can be done by rolling a D6.

D6	Number of Attributes
1	1
2-3	2
4-5	3
6	D6

Determine the Chaos Attributes by rolling on the Attribute Chart as normal. If you roll a result you don't much like or which seems inappropriate, you can substitute it for one of the attributes of the patron daemon. The patron's attribute is randomly determined from amongst all the patron daemon's attributes. In this way the worse attributes can be avoided, whilst the daemon will grow more and more like its master.

5 Note down the Daemon's attributes and final profile. Invent a name for your creation. If the daemon is not armed generate a weapon from the table below.

D100	Weapon
01-05	Axe
06-10	Cleaver
11-15	Double-handed axe
16-20	Flail/Cat'o ninetails
21-25	Halberd
26-30	Iron truncheon
31-35	Length of chain
36-40	Long bone (eg femur)
41-45	Long knife or dagger
46-50	Morning star
52-55	Plain mace
56-60	Scimitar
61-65	Serrated curved sword
66-70	Spear or trident
71-75	Spiked mace
76-80	Straight sword
81-85	Sword in each hand
86-90	Sword and whip
91-95	Trident and net
96-00	Wooden club/branch

Weapons carried by Lesser Daemons have no special Chaos Weapons Properties.

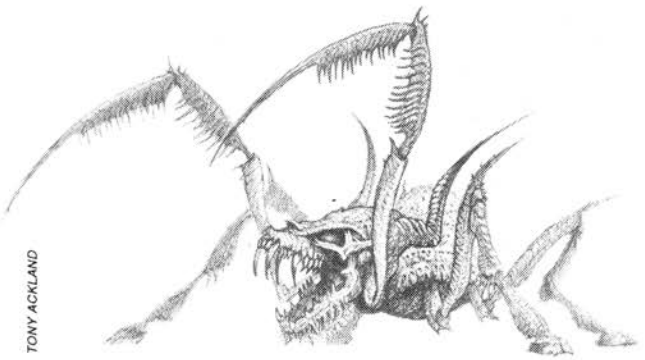
DAEMONIC STEED

A daemonic steed is a creature than can be ridden into battle and gifted to a Champion by his patron. Khorne has his Juggers, Slaanesh the Mounts of Slaanesh and Tzeentch the Discs. Nurgle doesn't really have a steed, although he has the Nurglings instead.

You can create a strange daemonic steed by taking any creature randomly generated from the *Universal Creature Table*. Then proceed as follows.

1. Reduce the creature's wounds to 1 and its intelligence to 3. A steed may gain more wounds as a result of Chaos Attributes, but it starts off with just 1 regardless of its original number. Whatever the creature is adjust its size to about that of a horse. If might grow or shrink with subsequent attributes, but must start off about horse size.

2 If the creature is humanoid and bipedal then apply the Quadruped attribute to turn it into a quadruped (M+2). Subsequent attributes might turn it bipedal again, or remove some of its limbs, but it may still function as a mount. The Mount of Slaanesh has 2 legs for example, while the Discs of Tzeentch have none at all.



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3. Roll on the *Change Appearance Table* below.

D6	Change Appearance
1	**Special.** Roll a D6
	1-2 Remove a body part altogether
	3 A body part becomes a flaming part
	4 A body part becomes skeletal
	5 Substitute a body part for the equivalent skeletal body part of another creature
	6 Substitute a random body part for the head of another creature.
2-5	Substitute a random body part for the equivalent part of another creature.
6	Add a random body part from another creature. Choose where to place the part, or allocate it randomly if you prefer. See *Lesser Daemons* for further explanation if required.

3 Continue to roll on the *Change Appearance Table* until you are satisfied with the result. The number of changes you make is up to you.

4 Decide what Chaos Attributes the daemon steed is to have. This can be done by rolling a D6.

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D6	Number of Attributes
1	0
2	1
2-4	2
5-6	3

Determine the Chaos Attributes by rolling on the Attribute Chart as normal. If you roll a result you don't much like or which seems inappropriate, you can substitute it for one of the attributes of the patron daemon. The patron's attribute is randomly determined from amongst all the patron daemon's attributes. In this way the worse attributes can be avoided, while the daemon steed will grow more and more like its master.

5 Note down the Daemon's Attributes and final profile. Invent a suitable name for your creation. Daemonic steeds are always unarmed, they do not need weapons to attack.

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DAEMONIC BEAST

A daemonic beast is a pack-creature rather like a daemonic wolf or pack-hound. Beasts can be gifted to a Champion instead of Chaos Hounds. Khorne's beasts are his Fleshhounds, Slaanesh has the Fiends, Tzeentch the Flamers and Nurgle the Beasts of Nurgle. A beast can be created in the same way as a steed. Take any creature randomly generated from the *Universal Creature Table*. Then proceed as follows.

1. Reduce the creature's wounds to 1 and its intelligence to 3. If the creature has no attacks, increase its attack characteristic to 1. A beast may gain more wounds as a result of attributes but it starts off with just 1 regardless of what it is. Whatever the creature is, adjust its size to about that of a wolf or large hound. It might grow or shrink with subsequent mutation, but must start off about wolf size.

2 If the creature is humanoid and bipedal then apply the Quadruped attribute to turn it into a quadruped. Subsequent attributes might turn it bipedal again, or remove some of its limbs, or even add more.

3. Roll on the *Change Appearance Table* below.

D6	Change Appearance
1	**Special.** Roll a D6
	1-2 Remove a body part altogether
	3 A body part becomes a flaming part
	4 A body part becomes skeletal
	5 Substitute a body part for the equivalent skeletal body part of another creature
	6 Substitute a random body part for the head of another creature.
2-5	Substitute a random body part for the equivalent part of another creature.
6	Add a random body part from another creature. Choose where to place the part, or allocate it randomly if you prefer. See *Lesser Daemons* for further explanation if required.

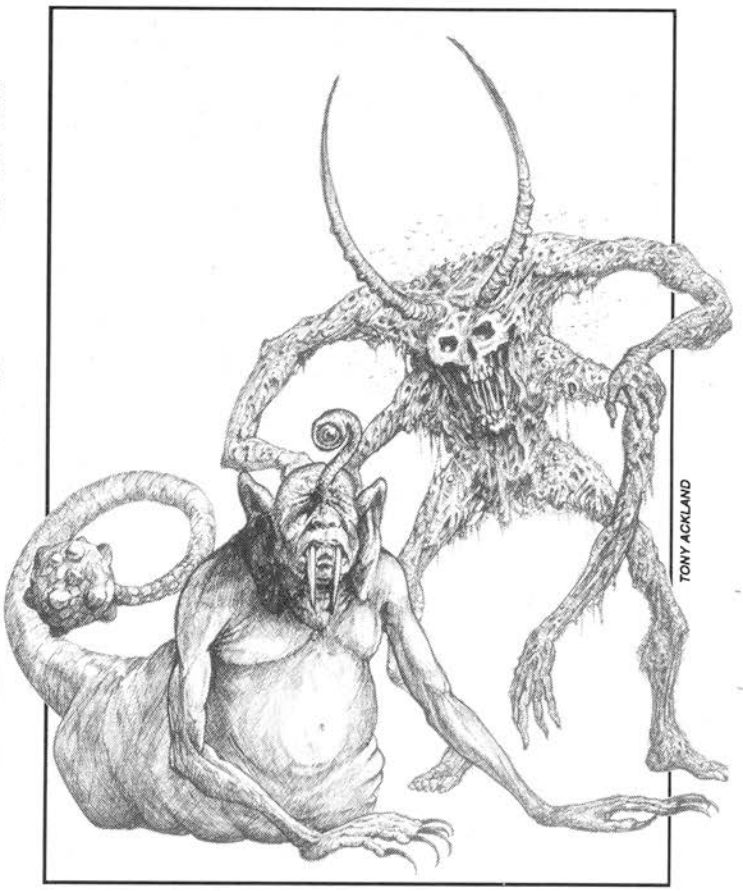
3 Continue to roll on the *Change Appearance Table* until you are satisfied with the result. The number of changes you make is up to you.

4 Decide what Chaos Attributes the daemon beast is to have. This can be done by rolling a D6.

D6	Number of Attributes
1	0
2	1
2-4	2
5-6	3

Determine the Chaos Attributes by rolling on the Attribute Chart as normal. If you roll a result you don't much like or which seems inappropriate, you can substitute it for any of the attributes which its master the patron daemon has. In this way the worse attributes can be avoided, whilst the daemon beast will grow more and more like its master.

5 Note down the beast's Attributes and final profile, and invent a name for it. Beasts have no weapons and do not need them to attack.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BODY PART TABLE

01-10	Head
11-13	Torso and Arms
14-16	Torso and Head
17-19	Torso, Head and Arms
20-25	Face
26-30	Lower Body and Legs
31-33	Pair of Legs
34-35	One Leg
36-37	Pair of Feet
38-39	One Foot
40-50	Pair of Arms
51-56	One Arm
57-63	Pair of Hands
64-65	One Hand
66-73	Mouth
74-76	Nose or Snout
77-83	One Eye
84-90	Pair of Eyes
91-93	Ears
94-00	Tail

SUBSTITUTION TABLE

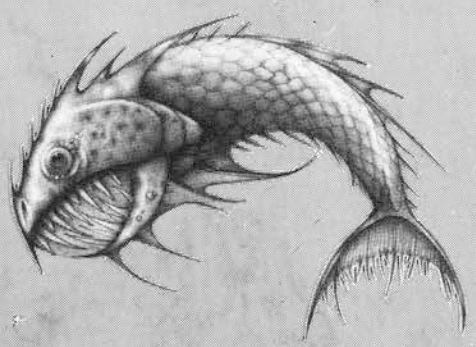
Some results give options for you to choose or select randomly by an appropriate dice throw.

01	Ant/Termite	34	Eagle/Hawk/Falcon	63	Peacock/Bird of Paradise
02	Anteater/Aardvark	35	Elephant	64	Pelican/Spoonbill
03	Armadillo/Pangolin	36	Flea/Weevil/Tick/Louse	65	Pheasant/Turkey
04-5	Ape/Chimp/Gorilla/ Orangutang	37	Fly	66-67	Plant (See chart)
		38	Fox	68	Praying Mantis
06	Ape/Baboon/Gibbon	39-40	Frog/Bull Frog/ Tree Frog/Toad	69	Rabbit/Hare
07-08	Aquatic Animal (See chart)			70	Racoon/ Gopher/Coypu
09	Bat	41	Giraffe	71-74	Ram/Goat
10	Bear/Brown Bear/ Polar Bear	42	Gull/Albatross/Frigate Bird	75-78	Rat
		43	Hedgehog/Porcupine	79	Raven/Crow/Jackdaw
11	Beetle/Stag Beetle	44	Horse	80	Rhinoceros/Hippopotamus
12	Beaver	45	Humming Bird	81-82	Scorpion
13-14	Boar/Pig/Warthog	46	Hyena	83	Sheep
15	Buffalo/Bison	47	Jackal	84	Sloth/Wombat/Koala/ Panda
16-18	Bull	48	Kangaroo/Wallaby		
19	Butterfly/Moth	49	Leopard/Cheetah/Jaguar/ Puma	85-86	Snail/Slug
20-21	Cat/Wild Cat			87	Snake/Cobra/Boa/Viper
22	Caterpillar	50	Lion	88-89	Spider/Tarantula
23	Chameleon	51-52	Lizard/Komodo Dragon Dragon/Ghila Monster	90	Stalk/Crane/Ibis
24	Chicken/Wildfowl			91	Stoat/Weasel/Ferret
25	Cow/Oxen/Yak	53	Maggot/Grub	92	Swan/Duck/Goose
26	Centipede/Millipede	54-55	Mineral (See chart)	93	Tiger
27	Crocodile/Alligator/Camel	56	Mole/Shrew/Vole/Mouse	94	Tortoise
28	Deer/Stag/Elk/Antelope/ Gnu/Gazelle	57	Monkey/Lemur/Bush Baby	95	Toucan
		58	Newt/Salamander	96	Vulture/Condor
29-30	Dog/Wolf	59	Ostrich	97	Wasp/Bee/Hornet
31	Donkey/Ass/Mule	60	Otter	98	Worm/Leech
32	Dragon	61	Owl	99	Walrus/Seal/Sea Cow
33	Dragonfly	62	Parrot	00	Zebra

AQUATIC ANIMALS

Aquatic animals often lack specific features such as arms and legs, so you will have to use your imagination to select appropriate physical characteristics.

01-03	Anenome
04-07	Catfish/Wels
08-12	Crab
13-16	Crayfish/Lobster/Shrimp
17-18	Cuttlefish
19-22	Dolphin/Porpoise
23-26	Eel/Moray Eel/Electric Eel
27-28	Fanworm/Aquatic Worm
29-33	Fish/Salmon/Trout/Carp
34-36	Jellyfish
37-39	Lamprey
40-41	Lungfish/Walking Catfish/Mudskipper
42-45	Manta Ray/Stingray
46-47	Nautilus (shelled)
48-51	Octopus
52-55	Penguin/Puffin/Cormorant
56-57	Pirahna
58-59	Portuguese Man'o'War
60-61	Sea Cucumber (can eject stomach)
62-64	Sea Slug/Spanish Dancer
65-68	Sea Urchin (spiny)
69-73	Seahorse
74-78	Shark
79-80	Shellfish/Barnacle/Mussel/Clam
81-83	Squid/Giant Squid
84-87	Starfish/Crown of Thorns
88-91	Swordfish/Sailfin
92-95	Turtle/Terrapin
96-99	Whale/Killer Whale/Narwhal/Spermwhale
00	Single celled animal/ Water Hydra/Amoeba/Algae



PLANTS

Plant parts should be regarded an animate - vines move like tentacles, brambles lash out and slash or pierce, fungoid parts pulsate like a snail or slug.

01-10	Cactus/Succulent
11-20	Ivy/Vine/Creeper/Climbing Plants
21-25	Moss/Blanket Weed/Choking Plants
26-30	Mould/Fungus
31-40	Mushroom/Toadstool
41-45	Pitcher Plant/Bladderwort/Sundew
46-55	Pumpkin/Marrow/Melon
56-60	Sea Weed/Kelp/Pond Weed
61-70	Thistles/Stinging Nettle
71-80	Thorns/Rose/Bramble
91-95	Tree/Oak/Chestnut/Birch
96-00	Venus Fly Trap

MINERAL

A body part can be replaced by an identical part made from a mineral substance such as iron or lead. The new part is animate and moves just like flesh. Alternatively, the body part can be solid and inanimate, like a stalagtite.

01-10	Bronze or Copper
11-20	Coal or Jet
21-30	Flint or Obsidian
31-40	Gemstone - Ruby, Emerald, Diamond, Sapphire, Opal, Amber
41-50	Gold, Silver or Lead
51-60	Granite
61-70	Iron or Steel
71-80	Lava - molten beneath a hard crust and red hot
81-90	Marble
91-00	Stalagtite

CHAOS WEAPON PROPERTIES (D1000)

This table is used to generate random Chaotic Properties for Chaos Weapons. For a full description of each property see *Slaves to Darkness*.

001-013	Animation	334-346	Freeze	667-679	Poisonous
014-026	Banishment	347-359	Frenetic	680-692	Powersword
027-039	Bewitched	360-372	Glittering	693-704	Protection
040-052	Breathe	373-384	Hacking	705-717	Random
053-064	Chainsword	385-397	Hate	718-730	Relic
065-077	Chill Blast	398-410	Howling	731-743	Resilience
078-090	Command	411-423	Hurling	744-756	Riposte
091-103	Cool	424-436	Illusion	757-768	Sanctity
104-116	Coward	437-448	Immunity	769-781	Savagery
117-128	Creature	449-461	Impunity	782-794	Screaming
129-141	Damage	462-474	Intelligence	795-807	Shrieking
142-154	Deathdealer	475-487	Lashing	808-820	Singing
155-167	Deathlust	488-500	Leadship	821-833	Skeleton Horde
168-180	Deflection	501-512	Levitation	834-846	Skeleton Summoning
181-192	Degeneration	513-525	Magic Absorption	847-859	Slacken
193-205	Disenchantment	526-538	Magic Destroyer	860-872	Sleep
206-218	Double Damage	539-551	Magic Force	873-885	Spell
219-231	Enchanted	552-564	Magic Reflection	886-897	Stealing
232-244	Enfeeble	565-576	Magic Thief	898-910	Strength
245-256	Entrancing	577-589	Might	911-923	Swiftness
257-269	Fade	590-602	Mighty Strike	924-936	Warp
270-282	Fear	603-615	Mindeater	937-949	Warrior Summoning
283-295	Ferocity	616-628	Non-Inflammability	950-962	Weaken
296-308	Fiery Blast	629-640	Parry	963-975	Will
309-320	Flame	641-653	Piercing	976-988	Wounding
321-333	Flight	654-666	Plague	989-00	Vampyre

PANTHEON OF KWEETHUL

GREATER DAEMON

THE SIX EYED SLAYER

Using the Universal Creatures Table I rolled up a Dwarf 15 Hero. It has 6 Chaos Attributes in all and the rolls generate Additional Eye, Pointed Head (-1 Int), Bestial Face (of patron - so goat with horns and +1 gore attack), Zoological Mutation (one leg turns to that of a goat), Overgrown Body Part (Feet x3 - M-1/2 T+1/2, W+1/2, I-2), and Multiple Heads (two - I decided to add another gore attack from the additional horns).

I applied the daemonic modifiers, doubling the strength, wounds, initiative and adding +2 to toughness. The daemon gets the full wings and tails of a Greater Daemon, although it already has horns (in abundance!). He gets 3 trappings which generate as Nothing, a Chaos Weapon (warp), and a strength increase of +1. The daemon's final profile is:

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
3	6	4	9	6	4	4	5	10	6	10	0

Toughness, strength and wounds were limited by those of Kweethul himself, and I decided to round movement up from 2+ to 3 (halves should always be avoided).

So the daemon is about ten feet tall, with a very stocky and rounded body. It has two goat's heads and each bears three eyes and is pointed! Perhaps the points end in horns, this would be very spectacular. It has wings and a tail, which I imagine to be like that of a goat in keeping with other features. One leg is that of a goat and is cloven, and both it and the daemon's normal foot are three times normal size. The creature carries a mutating Chaos Weapon, the warp attack causing its victims to change and mutate.

BILL THORNHILL

STEPHEN TAPPIN

LESSER DAEMON

FLOATING HORROR

The Lesser Daemon began its existence as a Harpy - human bodied but with the feet and wings of a bird and no arms. I reduced the wounds to 1 immediately, then rolled to change appearance and the Harpy swapped its birds feet for the claws of a bear. I decided this wasn't quite weird enough, so rolled again and this time the Harpy gained a pair of arms (from a chameleon - so I imagine they're green, scaly and clawed). This looked promising, so I added another attribute.

This was Plague Bearer, but I didn't much care for this so I changed it for a random attribute from Kweethul. As Kweethul has 5 attributes I listed them and rolled a D6 disregarding a roll of 6. This gave me Levitation (12 points to spend). The final profile looks like this:

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	0	4	4	1	2	2	6	4	7	7

So the daemon has a female human body, but the legs and wings of a bird and the clawed feet of a bear. Its head is also female, in keeping with the harpy. Its arms are reptilian and clawed, and they change colour like a chameleon. The creature can levitate, and I interpret this so that the daemon appears to float several feet above the ground, hence its name the Floating Horror.

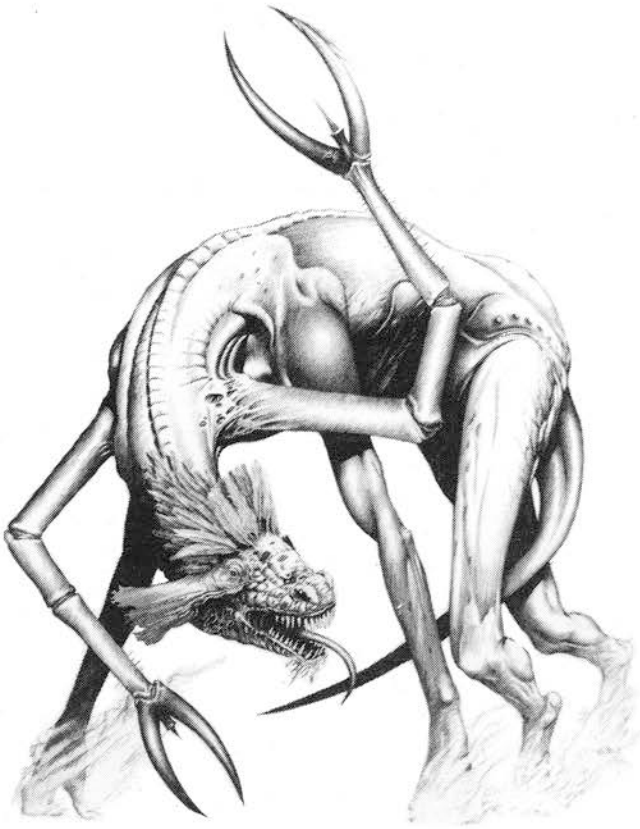
STEED OF KWEETHUL

FIRE RUNNER

The steed started off as a basic human, so I began by making the creature quadrupedal and increasing the size to that of a horse. Movement was increased by +2 to 6 and intelligence reduced to 3. I rolled on the change table and the steed gained a pair of flaming hands! This was proving interesting, so I arbitarily decided to extend the fire to all four limbs, which looks really good as the creature gallops along leaving little patches of fire in its wake. I rolled for another change and the creature gained one eye from a turkey! Well this was fairly strange too, and I decided that all the flesh round the eye should be feathered and puckered just like a turkey. I rolled another change and the creature sprouted the arms of a fly.

This was getting quite good, so I decided to stop rolling changes and add attributes. The attribute roll gave me no attributes at all! This was a bit boring, so I went back and rolled for another change. Now the creature got the head of a lizard! I decided to retain the turkey eye and feathers on top of the lizard head. The final creature has a profile as follows:

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
6	3	3	3	3	1	3	1	7	3	7	7



STEPHEN TAPPIN

STEPHEN TAPPIN

BEAST OF KWEETHUL

THE THING

For the Beast I began randomly with a horse! A bit mundane perhaps but I decided to stick with my initial dice roll. I changed its appearance and the horse lost its head and found it replaced by that of a scorpion. I now had a scorpion-headed horse. I tried for a further change and the horse gained an extra pair of legs - those of a caterpillar! I decided that these would look good at the front. I rolled again and the horse-scorpion gained another head - this time it was the head of a hare.

The beast was looking distinctly chaotic. The resulting creature is pretty jumbled up, so I try to imagine how the different components all twist and flow into each other, so that they don't really look like parts of the creatures they are derived from. The hare's ears are all twisted and ragged, whilst the fleshy front legs writhe like stubby tentacles.

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
8	3	0	4	3	1	3	1	2	2	2	2

The butcher's wife glanced round the shop before turning back to her friend.

'No, there's nothing wrong with the boy, though he's a bit small for his age. It's the job, you know. Down those tunnels and sewers all the time, it's not healthy. Still, someone's got to do it haven't they?'

'I suppose so, or we'd be drowning in the wretched things. Have you got any sausages today?'

'I've got some in the back. How many do you want?'

'Er... What sort are they?'

'Oh, you know. Bits and pieces, spare meat, this and that.'

'Verushka, are you telling me there's rat in those sausages?'

'Oh no, not rat. What a thing to think, I'm ashamed of you, Olga. Of course, if you don't want any sausages...'

'No, of course I do, it was just a joke. Can I have six please.'

The butcher's wife handed over the little packet of sausages. Rat meat, the gall of the woman. Cat, dog, a touch of pigeon maybe, but no rat (well, not much, anyway).

* * * * *

Ratwald splashed noisily down the sewer after his father. Mitzi and Mutzi pulled on their leads, yapping excitedly. They were only terriers, so the water came right up to their bellies, but it didn't dampen their enthusiasm.

'Ratwald!' shouted his father down the passage. 'Where are you lad? Hurry up, I've found really something interesting!'

Ratwald sighed, and waded on. It was bound to be a rat. Or several rats. They might be dead, but they were probably alive, worst luck, so they'd have to kill them. And then they'd have the usual argument about who'd carry the bodies, and he'd lose and have to hang the horrid things over his shoulder, and they'd drip cold water down his back.

As he expected, his father had found a rat, which he was holding at arm's length by one of its tails.

'Look, Ratwald, have you ever seen such a rat?'

'No,' replied Ratwald, trying hard to hold onto the dogs.

His father seemed disappointed by his lack of interest. 'I sometimes wonder if you don't appreciate your lot, lad. You don't realise how lucky you are. The world's falling down around us, with this siege and all, but we've got a steady job. You always need ratcatchers, that's what I say. And the pay's good. Regular hours, plenty of overtime.'

When I was your age, thought Ratwald.

'When I was you age, we didn't have it easy. Oh no, kids had to really work. Didn't have no dogs neither. My father...'

'So what's so special about this rat, then?' interjected Ratwald, desperately trying to stem his father's prattle.

'You're the apprentice ratcatcher. You tell me.'

Ratwald peered at the dead rat, trying to recall the diagrams in his father's old ratcatching manuals.

'Well,' he started cautiously 'It's only got one eye, not two. And..' He was getting into the swing of things. 'It should have four legs, not seven, and its fur's a funny colour, rats aren't normally yellow, and, and...' He was beginning to struggle now. 'And most rats only have one tail... I think.'

'Ratwald, I'm impressed,' said his father, clapping him on the back. 'All those hours of study weren't wasted after all.'

It was at this point that several things happened at once. Firstly, Ratwald noticed a pair of giant red eyes peering down at them from the tunnel. Then his father gave a strangled scream, and suddenly disappeared under the foul-smelling water as if pulled from underneath. Lastly the terriers both bolted down a side tunnel, pulling him off his feet as he tumbled after them.

He couldn't extricate his hand from the leads, and found himself being dragged along the slippery tunnel, desperately trying to regain his footing. The lantern had been swallowed up along with his father, so he was flailing round in total darkness.

The dogs were pulling him along with incredible force. In an attempt to control them he wrapped the leads round and round his wrist, planning to grab hold of their collars. His questing hands met fur, but it wasn't the dogs'. There was a lurch, and he felt himself being dragged up out of the water. As his head was repeatedly knocked against the stony ground, he lost consciousness.

* * * * *

He came to slowly, shivering with the shock and the cold. The first thing his eyes were able to focus on was a gigantic rat. It was sitting in front of him, twitching its nose in his direction. The ends of two leads dangled from its jaws.

'You've met-met my little pet-pet haven't you?'

He struggled to a sitting position, and turned round slowly. Behind him stood a group of people, their outlines fuzzy to his groggy eyesight. Before them stood a tall man, their leader, Ratwald guessed. He seemed to be wearing some sort of carnival mask, a gigantic rat's head, very realistic. He was also wearing a grey fur cloak made out of rat pelts, the odd tail still dangled off it here and there.

The leader turned to face his congregation. With his clearing eyesight Ratwald saw that the acolytes were all wearing patchwork fur cloaks. Many had their hoods pulled down over their faces, or wore badly made papier mache rat masks. Wasn't that the butcher's wife on the left, surreptitiously nibbling a sausage?

'What shall we do-do with our little spy?' the leader asked.

The answer was unanimous. 'Rat, rat, rat, rat, RAT RAT, RAT!' they all shouted. Someone at the back got a little carried away by the excitement and started squeaking.

Ratwald realised he had missed something, something important, something that probably had a direct bearing on his sanity, possibly even his life. He tried to run, but his path was blocked by the giant rat.

'Come to me, boy-boy,' commanded the leader, his voice hypnotic, and only a little squeaky. 'Come to us, join the brothers in dark-darkness. Learn to love the rat and all his clever ways. Be one with the rat, be one with the darkness.'

The rat-priest's voice continued to drone on, but Ratwald was having difficulty understanding it. His head started to spin, and he sank down to the ground, unable to hold himself upright any longer. Everything seemed so odd, as if his senses had all changed: his eyesight was distorted, his sense of smell was much keener. What was that thing dragging behind him as he moved? He tried to call out for help.

'Eeeep!' went the rat. 'Eeep, queak-eek!'

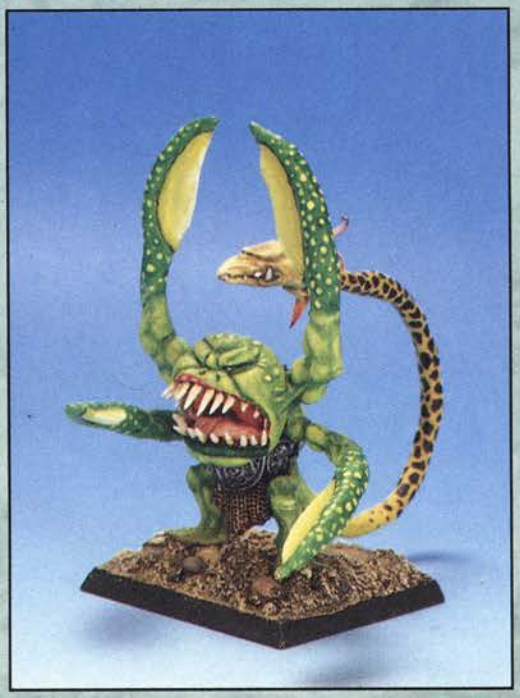
LINDSEY D LE DOUX PATON

PAUL CAMPBELL

INDEPENDENT DAEMONS

The Realm of Chaos is home to all the former Champions that have become Daemon Princes as well as to the countless other entities of varying kinds.These creatures are known as Independent Daemons and they can act as Patrons to Champions just like the Great Powers of Chaos. There are no absolute rules which govern the appearance of creatures so powerful and unique.

To the ambitious modeller Independent Daemons represent the ultimate in personal imagination. For a player who has taken his Champion to the ultimate heights of Daemonhood what more fitting conclusion is there than modelling the final appearance of the Daemon Prince.



A FIMIR'S BODY PROVIDED THE BASIS FOR THIS MODEL

THIS IS A BLOODTHIRSTER HEAD ATOP A MASSIVE CONVERSION

NOT ALL INDEPENDENT DAEMONS HAVE TO BE HUGE AND IMPOSING - AS THIS INTERESTING HUMAN-SIZED MODEL CLEARLY SHOWS

A DIFFERENT HEAD AND THE ADDITION OF A CLAW HELPED HIDE THE USE OF A LORD OF CHANGE'S BODY ON THIS MODEL

MECHANICAL PARTS MAKE FOR A STARK CONTRAST ON THIS DAEMON

INDEPENDENT DAEMONS CAN BE AS BIZZARE AS YOU LIKE

GIANT INSECT PARTS MAKE THIS MODEL IMPRESSIVELY DAEMONIC

DAEMONS OF TZEENTCH

The Daemons of Tzeentch are the most exotically colourful of all Daemons. This is especially true of the Flamer and the Horrors because these creatures are partially made from raw Chaos and so glow with inner power.. These effects are brought out by rich shading and careful highlights as well as by the use of bright, solid colours.

The Lords of Change vary in colour a great deal, but bright blues, shining yellows and glowing reds are most suitable and appropriate. Blue Horrors are a vivid blue: Pink Horrors a radiant pink. Flamers have pinkish lower parts shading into blue arms - the overall effect is a vibrant mauve colour. The Discs are creatures which naturally inhabit the Realm of Chaos, taking on a material form only when they move into the material universe. Their bodily form and colour varies a great deal from Disc to Disc, but most are brightly coloured reflecting the inner magic which animates them.

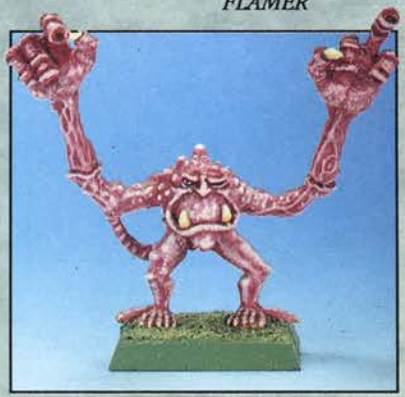
LORD OF CHANGE - GREATER DAEMON OF TZEENTCH

PINK HORROR

FLAMER

DISC OF TZEENTCH WITH RIDER

PINK HORROR



PINK HORROR

BLUE HORROR

BLUE HORROR

BLUE HORROR

BLUE HORROR

DAEMONS OF NURGLE

GREAT UNCLEAN ONE - GREATER DAEMON OF NURGLE

Like their master the Lord of Decay, the Daemons of Nurgle manifest the most horrific diseases and malformities, discolouring their flesh and tainting their skin with the vivid hues of corruption.

The basic colour of most Nurgle Daemons is a putrid green, but this can be brightened up considerably by luridly discoloured entrails and shining boils. The Greater Daemons, Great Unclean Ones, are very proud of their diseased bodies and go to great pains to cultivate infections by scratching enthusiastically with their rancid talons.

Both the Nurglings and the Plaguebearers are basically a putrid green colour, although this varies from a sickening yellowish green to a dark sludgy stagnant green so there is plenty of scope for variation. The Beast is a slug-like creature with an affectionate and simple-minded nature - it is also deadly as its body exudes a poisonous slime. This makes the Beast look shiny and wet. Its body can be brownish, greenish or even black.

BEAST OF NURGLE

PALANQUIN OF NURGLE

PLAGUEBEARER

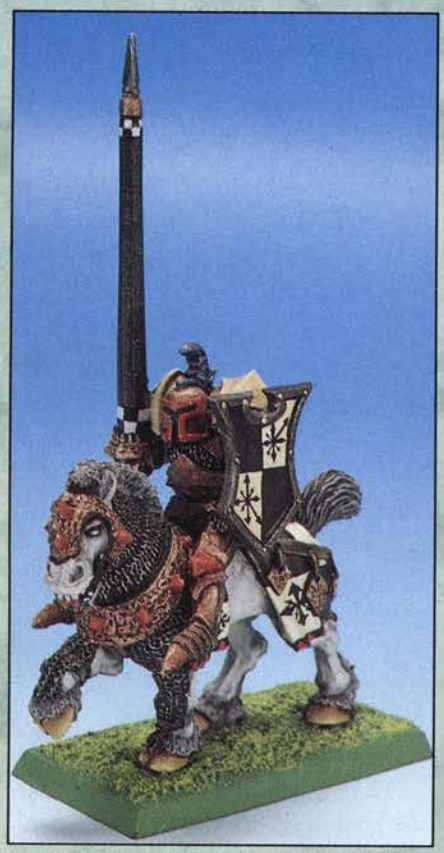
PLAGUEBEARER

GREAT UNCLEAN ONE - GREATER DAEMON OF NURGLE

NURGLINGS

CHAOS CHAMPIONS

Champions of Chaos are the ultimate warriors of the Warhammer World. They have struck an unbreakable bargain with the gods of Chaos themselves, trading their lives in return for worldly power and the chance of immortality as a Daemon Prince of the Realm of Chaos. As Champions rise in the favour of their gods they acquire rewards of Chaos and gradually mutate into ever more powerful and increasingly inhuman forms. These rewards are the material signs of their success and of their Patron's generosity.



CHAOS CHAMPION MOUNTED ON CHAOS STEED

THREE HEADED CHAMPION OF TZEENTCH

CHAOS SORCERER FOLLOWER OF TZEENTCH

CHAMPION OF NURGLE WITH TECHNOLOGICAL WEAPONS, RIDING PALANQUIN

CHAMPION OF NURGLE (CONVERSION)

CHAMPION OF NURGLE

CHAMPION OF NURGLE WITH BOLTER

CHAMPION OF TZEENTCH WITH BLUE HORROR ARM

CHAMPION OF TZEENTCH DISC RIDER

SKELETAL CHAMPION OF NURGLE

CHAMPION OF NURGLE

CHAMPION OF TZEENTCH WITH FLAMER ARM MUTATION

CHAMPION OF TZEENTCH ON CHAOS STEED

CHAMPION OF NURGLE

CHAOS CHAMPION

MINOTAUR CHAMPION

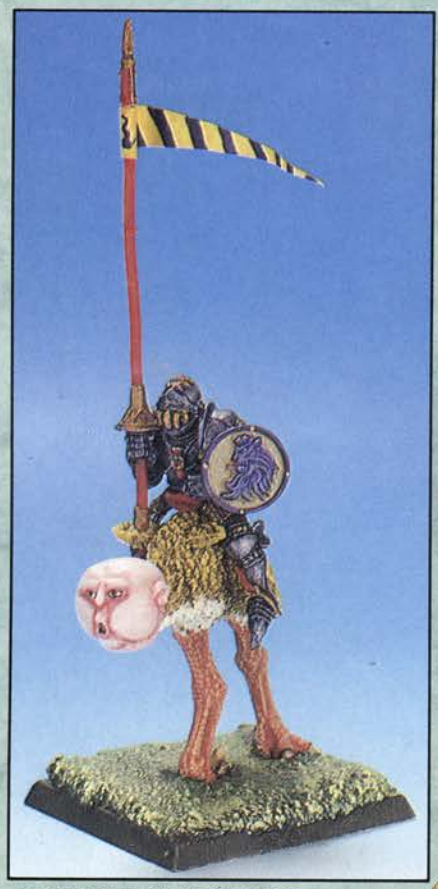
CENTAUR CHAMPION

CHAMPION OF NURGLE

THIS STUNNING SCRATCH-BUILT WAR ALTAR FORMS A MAGNIFICENT CENTRE PIECE FOR THIS NURGLE ARMY

PETE TAYLOR

Pete Taylor is a Warhammer Fantasy Battle fanatic who lives in Mansfield and whose fabulously painted and heavily converted Chaos Armies have achieved widespread fame both in the pages of White Dwarf and at Games Workshop's regular Games Day and Golden Daemon events.



CHAMPION OF TZEENTCH MOUNTED ON CHAOS SPAWN

GREAT UNCLEAN ONE - GREATER DAEMON OF NURGLE

CHAMPION OF NURGLE

CHAMPION OF KHORNE

HEAVILY MUTATED CHAMPION OF TZEENTCH

CHAOS DWARF

CHAMPION OF TZEENTCH

DISC OF TZEENTCH WITH RIDER

DISC OF TZEENTCH WITH RIDER

CHAOS SPAWN

CHAOS SPAWN

CHAOS SPAWN

CHAMPION OF TZEENTCH

CHAMPION OF NURGLE

CHAOS TROLL

Pete has impressive armies of all four Chaos Powers numbering well over a thousand models in total! Not only is Pete a very prolific painter but he is also a very good one as these models taken from his Tzeentch and Nurgle collections show. Particularly attractive are many special conversions which are accomplished with considerable skill and ingenuity. All involve lots of modelling work to produce what are to all intents new and unique models.

CHAMPION OF NURGLE

LORD OF CHANGE - GREATER DAEMON OF TZEENTCH

CHAOS DWARF

NURGLE

This page illustrates a selection of shield and banner designs typical of those used by Chaos Champions of Nurgle and their followers. A Champion usually chooses or invents a personal badge which is displayed on his shield and, in more grandiose form, on his banner, as shown in the accompanying photographs. His followers adopt a simpler version for their own shields so that all the Warband carries the emblem of its Champion.

THE SYMBOLS THAT WERE USED AS THE BASIS FOR THESE TWO BANNERS

GENERAL CHAOS SYMBOLS

SYMBOLS OF NURGLE

FLY MOTIFS

TRIPARTITE MOTIFS

THE MAW & THE PLAGUE CHALICE

BESTIAL HEADS

HELMETS & DAEMON HEADS

CHAMPIONS' PERSONAL BADGES

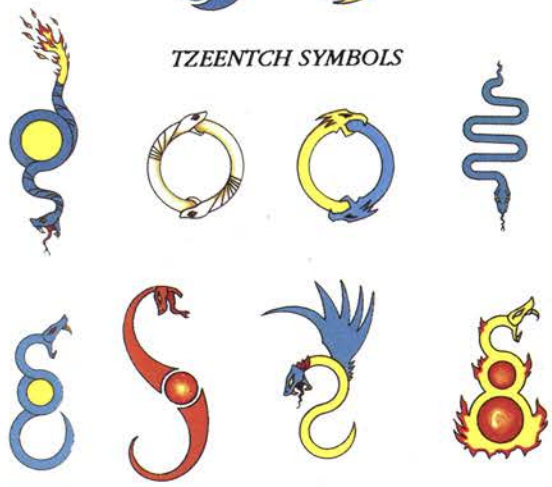
TZEENTCH

These shield and banner designs are typical of those used by the Champions of Tzeentch. The serpent is a very popular emblem because its twisting shape closely resembles the symbol of Tzeentch himself. Another popular symbol is the flame as seen in the fireskulls, sunbursts and fire grail. Of course these designs are just examples, and players are free to invent their own emblems as they wish.

THIS BANNER SHOWS HOW YOU CAN VARY THE IDEAS ON THESE PAGES TO CREATE SOMETHING BOTH NEW AND ORIGINAL

CHAOS SYMBOL AND VARIANTS

TZEENTCH SYMBOLS



SERPENTS

FIRESKULLS, SUNBURSTS AND THE FIRE GRAIL

THE WITHERING EYE

THOUSAND SONS CHAPTER

THIS SYMBOL HAS BEEN RENDERED AS A BANNER AND A PIECE OF ARTWORK

EAVY METAL

Inhuman Champions and followers of the Chaos Powers offer challenging opportunities for spectacular conversion and painting. This is brilliantly demonstrated by the Minotaur, Centaur and Beastmen on this page - and especially by Ivan Bartleet's Dragon Ogre Champion.

TZAANGOR, BEASTMAN OF TZEENTCH

SKYLOCK, TZEENTCH CENTAUR SHAMAN

TZAANGOR, BEASTMAN OF TZEENTCH

SLAANGOR, BEASTMAN OF SLAANESH

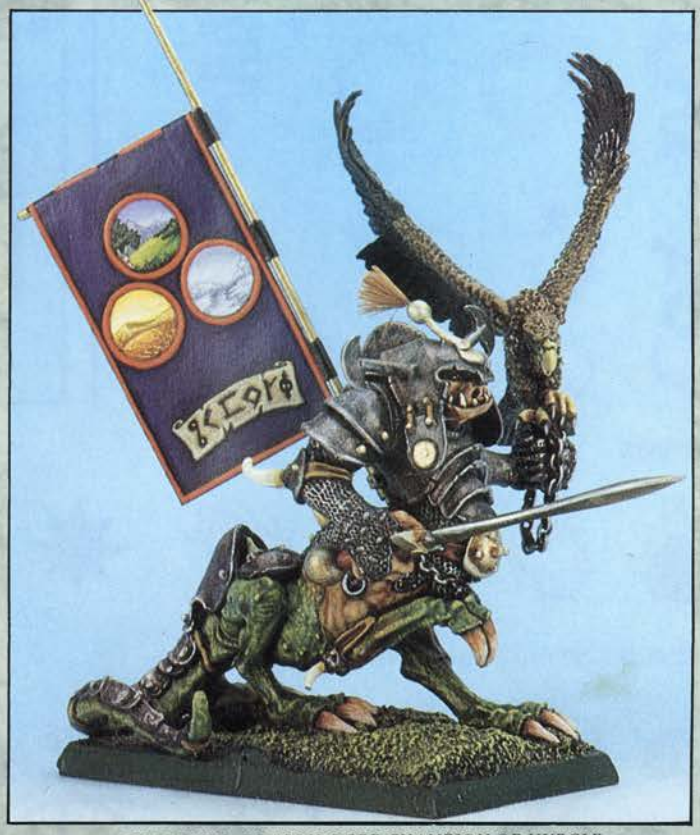
PESTIGOR, NURGLE BEASTMAN SHAMAN

SLAANGOR, BEASTMAN OF SLAANESH

KHORNGOR, BEASTMAN OF KHORNE

PESTIGOR, BEASTMAN CHAMPION OF NURGLE

DOOMBULL, MINOTAUR CHAMPION



SHAGGOTH, DRAGON OGRE CHAMPION OF NURGLE

RENEGADES

Chaos Renegades are the champions and followers of Chaos in the 41st Millennium – the mighty Chaos Champions shown here clearly exhibit the astounding gifts and heinous attributes that are the double-edged rewards of Chaos. Renegades travel through the warp in their ancient spacecraft in answer to the call of chaos cultists. They materialize in the Imperium where they wreak devastation upon human worlds, laying cities to waste and destroying the enemies of Chaos.

TZEENTCH CHAOS RENEGADE WITH FLAMER BODY

CHAOS RENEGADE FOLLOWER OF NURGLE (CONVERSION)

CHAOS RENEGADE FOLLOWER OF TZEENTCH WITH PINK HORROR ARMS (CONVERSION)

NURGLE RENEGADE WITH CHAOS BOLTER

TZEENTCH RENEGADE WITH BOLTER

CHAOS RENEGADE OF TZEENTCH (PLASTIC SPACE MARINE CONVERSION)

RENEGADE FOLLOWER OF NURGLE WITH TENTACLED ARM

NURGLE RENEGADE

CHAOS RENEGADE SQUAT FOLLOWER OF NURGLE

NURGLE RENEGADE (CONVERSION)

RENEGADE WITH CONVERSION BEAMER

RENEGADE FOLLOWER OF NURGLE

CHAOS RENEGADE SQUAT FOLLOWER OF TZEENTCH

CHAOS WARBANDS

These pages show the Chaos Warbands of Werner Flamefist, Champion of Tzeentch, and Lothar Bubonicus, Champion of Nurgle.

Although most Chaos Warbands are quite small they are very varied; including small contingents of troops as well as interesting large creatures, a banner, and a powerful central Champion model. A Chaos Warband therefore makes an interesting collection of models, and one which can be added to as the Warband grows.

CHAOS THUG FOLLOWER OF TZEENTCH

ORK CARRYING WERNER'S STANDARD

WERNER FLAMEFIST - CHAMPION OF TZEENTCH

BEASTMEN FROM WERNER'S WARBAND

THE WARBAND OF WERNER FLAMEFIST - CHAMPION OF TZEENTCH

HEAVY METAL

The banner of Lothar Bubonicus shows the fly symbol of Nurgle - echoed in the designs on Lothar's palanquin and his followers' shields.

SKAVEN FROM LOTHAR'S WARBAND

LOTHAR BUBONICUS - CHAMPION OF NURGLE

CHAOS DWARF CARRYING LOTHAR'S STANDARD

CHAOS THUG FOLLOWER OF NURGLE

UTTERBLIGHT, FEMALE WIZARD

THE WARBAND OF LOTHAR BUBONICUS - CHAMPION OF NURGLE

THE WARBANDS OF LOTHAR BUBONICUS AND WERNER THUNDERFIST ABOUT TO JOIN IN BATTLE

CHAOS WARBANDS

These are the tales of two exceptional Champions of Chaos, reconstructed from their Chaos Sagas. The sagas are found in the Chaos Wastes, inscribed upon monoliths by the Champions' followers in honour of their exploits. Lothar Bubonicus and Werner Flamefist both eventually achieved Daemonhood in the service of their Patron Chaos Powers, Nurgle and Tzeentch. Their progress on the Chaos path was spectacularly successful, since many who set out on this road meet early deaths or fail their Patrons to live on wretchedly as Spawn.

The rise to immortality of Lothar and Werner is doubtless due to their strength of will and their willingness to leave the world as they knew it to go into the Chaos Wastes. They fought and defeated mighty opponents and engaged in heroic battles with rival warbands and enemies of their Patron Powers. They were always victorious (so it seems, for their defeats are not recorded on their monoliths, if there were any). This in part must account for their success, because lesser Champions would have had to fight many more battles to be as well-rewarded by the Powers of Chaos as Lothar and Werner. One wonders what might have been the outcome if Lothar and Werner had encountered each other in the Wastes. Certainly only one would have survived such a cataclysmic struggle to reach Daemonhood. But such a meeting was never to occur, as Werner lived at least two centuries before Lothar's time.

THE SAGA OF LOTHAR BUBONICUS THE EXALTED, CHAMPION OF NURGLE

When the Green Death raged
I swore an oath to Father Nurgle.
I bade him spare me that I might live in his service
And Father Nurgle chose me as his own.
Though all the village perished
I alone survived.
In the great forest I dwelt.
Amid the wild Beastmen, I was their shaman.

THE BEGINNING: Lothar was the only survivor of his plague-stricken village. He believed he was saved because he swore to serve Nurgle, though it is more likely that he survived due to his almost supernatural physical endurance. He ventured into the trackless forests and was befriended by Beastmen, who recognised him as chosen by Nurgle and accepted him as their Champion.

The rot approached.
Longhorn bellowed loud in Nurgle's praise.
Five Dwarfs from the wilderness
They heard the call, and knew that they were saved
From death in the darkness of the woods.
By Nurgle's will.

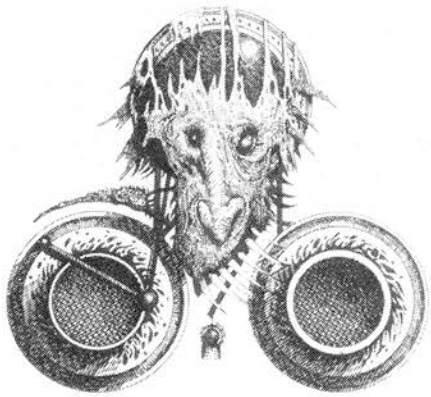
TRIUMPH IN THE FORESTS: One of his Beastmen sent out a call of triumph in the forests. A band of Dwarfs, lost in the woods, made their way to the sound and, since Nurgle had saved them, they willingly joined Lothar's retinue, which now numbered 6 Beastmen and 5 Dwarfs.

First Reward:	Chaos Gift - Horrible Stench
Follower's Reward:	Enormous Noise for a Beastman
New followers:	5 Dwarfs

Nurgle blessed me with endurance.
My blood ran yellow with his power.
When the wicked ones caught me
The torturers caused me no suffering
For Nurgle lent me his great strength
And my brave followers rescued me from the stake.

BATTLE OF THE PYRE: Lothar was captured by witch hunters, tortured and tied to a stake for burning. His Beastmen followers emerged from the forest and hacked their way through the soldiers to rescue him.

Mark of Nurgle:	+1 Toughness
Initial Attribute:	Blood Substitution - Acid Blood +1 Toughness
Initial Followers:	6 Beastmen



Questing knights
Slew herd-kin in the glades.
They cooked his flesh upon their fire
And Nurgle punished them with death
Save only one, robust and strong.
He called on Nurgle and so death passed him by
To serve me as my henchman
When I was consumed with the rot.

BATTLE OF THE GLADES: A band of knights slew one of Lothar's Beastmen in the forest glades and ate his flesh only to die from the infected meat of Nurgle's herd. Lothar's retinue now numbered 5 Beastmen and 4 Dwarfs, one Dwarf having been slain in the battle. However one of the knights miraculously survived his wounds, and recognising the will of Nurgle, Lothar accepted him as his personal henchman.

Second Reward:	Nurgle's Rot - as a Champion of Nurgle, Lothar was not affected by the Rot but became a carrier
Follower's Reward:	Hideous Appearance for a Beastman
New Followers:	Chaos Warrior

The lands beyond the forest were in turmoil.
Warriors stalked the land.
Nurgle prepared us for this time of strife.
Armour for Grod, my henchman;
The rust that turns a blade.
For me, mites of Nurgle, my little friends,
to lick my sores.

Third Reward:	Chaos Gift - Nurgling Infestation
Follower's Reward:	Chaos Armour for the Chaos Warrior
New Followers:	None

Profane ones violated our sacred woods
With foul relics in their train.
Nurgle told us in the dance of flies
To purify his wilderness forthwith.
Grod, my henchman barred the way.
While Dwarfs and Beastmen slew the impure ones.
Amongst the booty, a Palanquin to serve me as a mount.
For the rot was great.

AMBUSH OF THE RELICS: Lothar's retinue ambushed a band of monks escorting holy relics through the woods. They were warned in advance by observing the movements of flies, a divination technique known to Nurgle cultists. The monks were driven out and abandoned their wagons. In them Lothar found a high priest's golden Palanquin which tarnished as soon as he laid hands on it. This was seen as a great reward. Lothar's retinue was reduced to 4 Beastmen and 3 Dwarfs due to losses during the ambush.

Fourth Reward:	Chaos Gift - Palanquin
Follower's Reward:	Skull Face for a Dwarf
New Followers:	5 Humans

The peasants fled and joined my band.
Nurgle saved them from the famine and the harsh hand of man.
We sacrificed to Nurgle, I grew green in his image.
He who tilled the fields beneath the yoke
Became one who wields the wand and brings the rain.

PEASANTS' REVOLT: Peasants living on the forest edge rebelled and fled to join Lothar's growing band. One of them turned out to be a witch. Lothar increasingly grew to resemble his inhuman master. His band now included 4 Beastmen, 3 Dwarfs, the Chaos Warrior Grod, 5 Humans wearing armour stripped from slain lords, and a Human Wizard.

Fifth Reward:	Chaos Gift - Hide of Nurgle
Follower's Reward:	Multiple Rewards for the Humans
New Followers:	1 level 5 female Wizard

Into the city we came at night.
Through the sewers we were led by Nurgle's scouts.
Vermin of valour did their work well.
Now the high lords scratch and wither.
The justice of Nurgle is delivered

PLAGUE RAID ON UBERAVERGLAU: Led by Skaven into the heart of the town through the sewers, Lothar infected the castle of the prince and the houses of the rich burghers with plague in vengeance for the oppression of the peasants and the persecution of witches and Beastmen. Lothar was honoured with the Skaven title *Bubonicus* and his band swelled by 4 Skaven.

Sixth Reward:	Chaos Armour (Lothar's hide is now uncannily tough)
Follower's Reward:	Overgrown Arm for Grod
New Followers:	4 Skaven

I saw a vision of Nurgle's realm.
A green wood stretching as far as eyes could see
Seething with life and the drone of fat flies.
When I awoke, I saw the master's rune in snail-trails.
We followed, seeking for the runes
Until we crossed the edge of fate.
We found three herdkin and the Ogre of the hills.
But Nurgle's Steed I gave to Grod
And Nurgle strengthened his arm that he might protect me.

TREK TO THE CHAOS WASTES: Lothar, having seen a vision of the Realm of Nurgle, led his band into the Chaos Wastes by following the runes made by snails with their slime-trails. On the journey Lothar was rewarded with a Daemonic Steed which he gave to Grod, whose arm had grown out of all proportion. Lothar, confined to his Palanquin, increasingly relied on Grod to fight for him as a henchman.

Seventh Reward:	Chaos Gift - Daemonic Steed given to Grod
Follower's Reward:	Mane of Hair for Grod
New Followers:	3 Beastmen and 1 Ogre

Twice twenty years within the Wastes.
The green glades of Nurgle eluded us.
I called to Father Nurgle: are we unworthy?
Then herdkin found the scent of Nurgle's foes.
It was a time of trial
For only the strongest live to run wild in Nurgle's glades.
We slew them, a feast for the flies.
They who followed The Changer, change no more.
The slaying of exalted ones brings great reward.
Flies swarming on the blood-drenched sword
Merged with the metal.
Runes spelled its name: Plaguebiter.
The leaderless ones flocked to my fly banners
As we march to the last battle.

CLASH OF THE WARBANDS: This was undoubtedly the most decisive battle in Lothar's career. Lothar's warband clashed with an exalted Champion of Tzeentch and his retinue. Their opponent was certainly a very great Champion on the verge of Daemonhood himself. When Lothar defeated him it was also a great triumph of Nurgle over Tzeentch. In their fervent belief that Nurgle was testing them after twenty years wandering in the Wastes, Lothar's retinue fought ferociously and annihilated their foes. For this they were well rewarded. The battle was hard-won and 3 Humans were slain together with a valiant Skaven and 5 Beastmen. Grod and Lothar, high in the favour of their lord, escaped serious wounds. Lothar gathered to himself more Beastmen and his band was renewed in strength, now containing Grod mounted on his Steed, 9 Beastmen, 3 Dwarfs, 3 Skaven, 2 Humans, an Ogre called Skas and a witch called Utterblight.

Eighth Reward:	Chaos Gift - Rune of Nurgle
Follower's Reward:	Horns given to Grod
New Followers:	None
Ninth Reward:	Chaos Gift - Daemon Weapon in which a Plaguebearer is locked
Follower's Reward:	Plague creeps over Grod's Steed
New Followers:	7 Beastmen

The green glades of Nurgle
Seething with growth and the drone of fat flies.
Beastmen gasping to drink the sweet green waters.
They who dared to bar our way
We slew them; to Plaguebiter they fell.
Not one escaped.
Nurgle rewarded us
For only the worthy may enter his realm.
The road was long.
Suffering I endured in Nurgle's name.
He did not desert me.
Beside this stone I shed the rags of plague
An exalted one of Nurgle, rewarded with immortal flesh.

BATTLE OF THE GLADES OF NURGLE: This was the last battle and Lothar felt it in his bones. He knew he must win at all costs and the costs were high. Lothar finally arrived at the Realm of Nurgle, but a rival warband barred his way. Lothar's retinue were overcome with thirst and charged headlong for the shade of Nurgle's glades. The sight of Lothar utterly destroying yet another foe in his unswerving determination to follow the way of Nurgle caught the eye of the Plague Lord. At long last, after years of struggle and suffering, Lothar's superhuman endurance was rewarded with immortal form as a Daemon Prince of Nurgle. Grod survived to take over the remnants of Lothar's band. Many had fallen in the battle, never to see Nurgle's glades. Grod honoured his former master by instructing the remaining Dwarfs to inscribe a monolith for Lothar, on which this saga is carved.

Tenth Reward:	Eye of God - Lothar becomes the Daemon Prince Ghur'urgh bu'yue, known as *Bubonicus*

STEPHEN TAPPIN

THE SAGA OF WERNER FLAMEFIST, CHAMPION OF TZEENTCH

In the darkness I practised the secret arts.
I was then but a collector of charms.
I looked to the Lord of Changes for wisdom
And Tzeentch found me and led me into the light.
I searched for Fool's Gold and found the magic stone.
I bathed in the rainbow of Chaos
High priest of the coven.

THE BEGINNING: Werner was a noble who dabbled in alchemy. While trying to turn base metals into gold, he discovered a crystal of warpstone. Immediately Werner began to change physically. His skin became psychadelic and he gathered about him a coven of followers.

Mark of Tzeentch:	Magic Item - Warpstone Charm
Initial Attributes:	Vividly Coloured Skin Dimensional Instability
Initial Followers:	6 Humans

Daggers in the great hall.
I fled into hiding, my followers with me.
Tzeentch strengthened us
A long-arm for Kaspar, a crystal helm for me.

DAGGER NIGHT: Werner and his coven were discovered by vengeful kinsmen during a family feud. They were determined to stamp out Werner's heresies which were bringing the household into disrepute. Werner fled into hiding with the remnants of his coven, numbering 6 Human Cultists.

First Reward:	Chaos Gift- Chaos Armour
Follower's Reward:	Tentacle for one of the Humans
New Followers:	None

From the castle crags to barren hills
Tzeentch led us.
The horned ones were our swords and shields
Against the brigands of the night.
Weapons harm not the followers of Tzeentch

FLIGHT TO THE CRAGS: Werner fled from his ancestral home into the wild hills where he grew stronger and was befriended by Beastmen, attracted by his charisma and magic powers. Werner's band was swelled by 9 Beastmen, who fought off brigands for Werner. They knew him to be favoured by Tzeentch and became his followers. Two Human Cultists were slain in skirmishes in the crags.

Second Reward:	Rapid Regeneration
Follower's Reward:	Characteristic Increase +1S, +1T for a Human
New Followers:	9 Beastmen

In dark caves, the eye of Tzeentch found me.
He sent a skittering beast to lead me through the dark.
Tzeentch forged for me a sword and made me his warrior.

THE DARK CAVES: Werner was guided through a cave system by following a Cockatrice. Somewhere in the caves, Werner chanced upon a Chaos Weapon, which he believed was undoubtedly cast in his path by Tzeentch himself. Werner felt himself to be transformed into a warrior of considerable prowess.

Third Reward:	Eye of God - Chaos Weapon with property of Deflection. Werner also gained +1 Attack and +1 Wound
Follower's Reward:	Razor Sharp Claws sprout on a Beastman
New Followers:	1 Cockatrice

Brighter than the light of day
Shines the gaze of Tzeentch, Changer of the Way.
Upon the gleaming plains of endless change
Stretching to infinity
There speed the Steeds of Tzeentch.
By the will of Tzeentch are the savage beasts tamed
To serve his worshippers.

THE CHAOS WASTES: Werner and his band emerged from the caves led by a Cockatrice. They appeared on a great shimmering plain. The skies were full of Flying Discs and one attached itself to Werner as a personal mount. Further into the Wastes, Werner used his Disc to hunt a Minotaur who joined his following. Werner's retinue now included 4 Humans, a Cockatrice, 9 Beastmen, a Disc and a Minotaur.

Fourth Reward:	Chaos Gift - Daemonic Steed: Flying Disc
Follower's Reward:	Multiple Heads erupt from a Beastman
New Followers:	1 Minotaur

The vile pools of stench
We cleansed with blood offerings to Tzeentch.
The foul waters boiled in rage
Under the searing gaze of the Changer of the Way.
From the murky depths came beasts fashioned from his thought.
Tzeentch creator of creatures, defies the worldly way.
Vicious spawn, who ask not where or why
Eager only to eat the foe, or die.

BATTLE OF THE SLIME POOL: Werner's band found a foetid swamp occupied by creatures of Nurgle. These were slain forthwith and their spilt blood brought about a magical change to the stinking pools. Tzeentch was at work, and the vile remains were re-forged into dangerous Spawn who can fight for Werner. Three Beastmen were slain during the slaughter.

Fifth Reward:	Chaos Gift - 3 Chaos Spawn
Follower's Reward:	Bestial Face grows upon a Human
New Followers:	None

One by one, the foes of Tzeentch I laid low.
No one could stand the gaze of Tzeentch
Granted only to his favoured ones.
I spared the green-tusked warriors.
When they saw the signs of Tzeentch
They fell upon their faces
For Tzeentch spares those who can change with the times.

THE RAMPAGE: Werner and his retinue rampaged across the Wastes, slaying all-comers in the name of Tzeentch. Werner was no fool, and he picked only lone Champions or those with denuded warbands. Consequently, he gathered strength slowly and did not attract the eye of Tzeentch. Werner spared some Orcs who willingly embraced the worship of Tzeentch after witnessing the prowess of Werner in action. During this time Werner's warband dwindled to 3 Humans, 3 Beastmen, 1 Cockatrice (called Skitter), 1 Spawn (known affectionately as Jibberwack), 2 newly recruited Orcs, the Minotaur (called Gorekopf) and the Disc mount of Werner himself.

Sixth Reward:	Chaos Gift - Withering Gaze
Follower's Reward:	Beak adorns the face of a Beastman
New Followers:	2 Orcs

In the crater of fire
The arrogant ones met the wrath of Tzeentch
And the Lord of Change rewarded me accordingly.
As a Flamer I shall be.
All Beastmen shall call me master.

BATTLE OF THE CRATER OF FIRE: Werner made his way to a volcanic crater which he considered sacred to Tzeentch. On finding three warbands using the magma as a mere cooking fire, Werner became enraged and all were slain for their desecration. Tzeentch was well pleased and granted Werner the aspect of a Flamer. His band was swelled by more Beastmen, since he had lost 2 Beastmen during the battle. The warband now included 7 Beastmen, 3 Humans, a Cockatrice, a Minotaur (both scarred by many old wounds), a Chaos Spawn, 2 Orcs and Werner hovering on his Disc.

Seventh Reward:	Chaos Gift - Crossbreed with Flamer
Follower's Reward:	Bestial Face for a Human
New Followers:	6 Beastmen

STEPHEN TAPPIN

To wield magic in the name of Tzeentch
To change his foes by awesome flux
That was my final task, the last challenge.
I sought a powerful foe
Hunted him for many years.
I confronted mighty Festus the Fiend.
My spell skills counted for more than any weapon
The glint of magic caught the eye of Tzeentch.
He knew my worth in his eternal legions.
This stone was raised by my followers
It marks the birthplace of a Daemon Prince.

BATTLE OF THE FLUX: Werner realised that only by slaying a foe with magic could he win the favour of Tzeentch. He sought a powerful opponent to challenge. Eventually he overcame a huge, exceptionally tough Champion of Nurgle, Festus the Fiend, by means of spells alone. The flash of magic attracted the gaze of Tzeentch and Werner was immediately rewarded with Daemonhood in a blaze of glory. He cast off the warpstone charm that began his rise to power, challenging any who dare to find it. Festus the Fiend managed to account for most of Werner's warband before he himself fell. The bones of the Minotaur and the carapace of the Cockatrice are strewn about the site of Werner's monolith, accompanied by the skulls of Beastmen, some of which must have been followers of Festus as well as Werner. Some of Werner's original Cultist friends must have survived to carve his saga on the monolith. No doubt one among them went on to become a Champion of Tzeentch, following in his master's footsteps.

Eighth Reward:	Eye of God - Werner becomes the Daemon Prince Tzy'y chy ikch, known to cultists in the Old World as *Flamefist*.

LOTHAR BUBONICUS
CHAMPION OF NURGLE

	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP
Bubonicus	4	3	3	3	5	1	3	1	7	7	7	7

Chaos Attributes
Blood Substitution (Acid Blood), Horrible Stench, Resilient.

Chaos Gifts
Chaos Armour, Daemonic Steed (ridden by Grod, the Chaos Warrior), Daemon Weapon (possessed by Plaguebearer), Hide of Nurgle, Nurgle's Rot, Nurgling Infestation, Palanquin.

BUBONICUS' WARBAND

	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP
9 Pestigor	4	4	3	3	4	2	3	1	7	6	7	6

One Pestigor (Nurglesque Beastman) has Enormous Noise, one has Hideous Appearance.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP
3 Chaos Dwarfs	3	4	3	3	4	1	2	1	9	7	9	9

One Chaos Dwarf has a Skull Face, one carries Lothar's banner.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP
3 Skaven	5	3	3	3	3	1	4	1	6	6	5	7

	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP
2 Humans	4	3	3	3	3	1	3	1	7	7	7	7

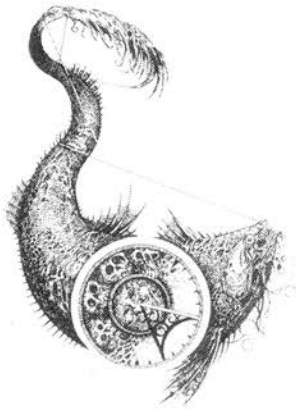
	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP
Grod												
1 Chaos Warrior	4	7	6	5	3	2	5	3	9+2	9+2	9+2	9+2

Grod has Chaos Armour, Horns, a Mane of Hair, an Overgrown Arm and rides a plague-infected Chaos Steed.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP
Grod's Chaos Steed	8	4	0	4	4	1	4	2	5	5	5	7

	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP
Utterblight												
Lvl 10 Wizard	4	4	3	4	3	2	4	1	8+1	9+2	8+1	9+2

	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP
Skas												
1 Ogre	6	3	2	4	5	3	3	2	7	4	5	7



WERNER FLAMEFIST
CHAMPION OF TZEENTCH

	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP
Thunderfist	4	3	4	4	4	2	3	2	4	9	9	9

Chaos Attributes
Dimensional Instability, Rapid Regeneration, Vividly Coloured Skin.

Chaos Gifts
Chaos Armour, Chaos Spawn, Crossbreed with Flamer (gains Flamer arm), Eye of God (Chaos Weapon - Deflection), Withering Gaze.

Magic Item: Warpstone Charm.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP
Flying Disc	12	3	-	3	3	2	3	1	10	0	10	10

THUNDERFIST'S WARBAND

	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP
7 Tzaangor	4	4	3	3	4	2	3	1	7	6	7	6

One Tzaangor (Tzeentchian Beastman) has a Beaked Face.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP
3 Humans	4	3	3	3	3	1	3	1	7	7	7	7

One with Characteristic Increase and two with Bestial Faces (Goat and Rat).

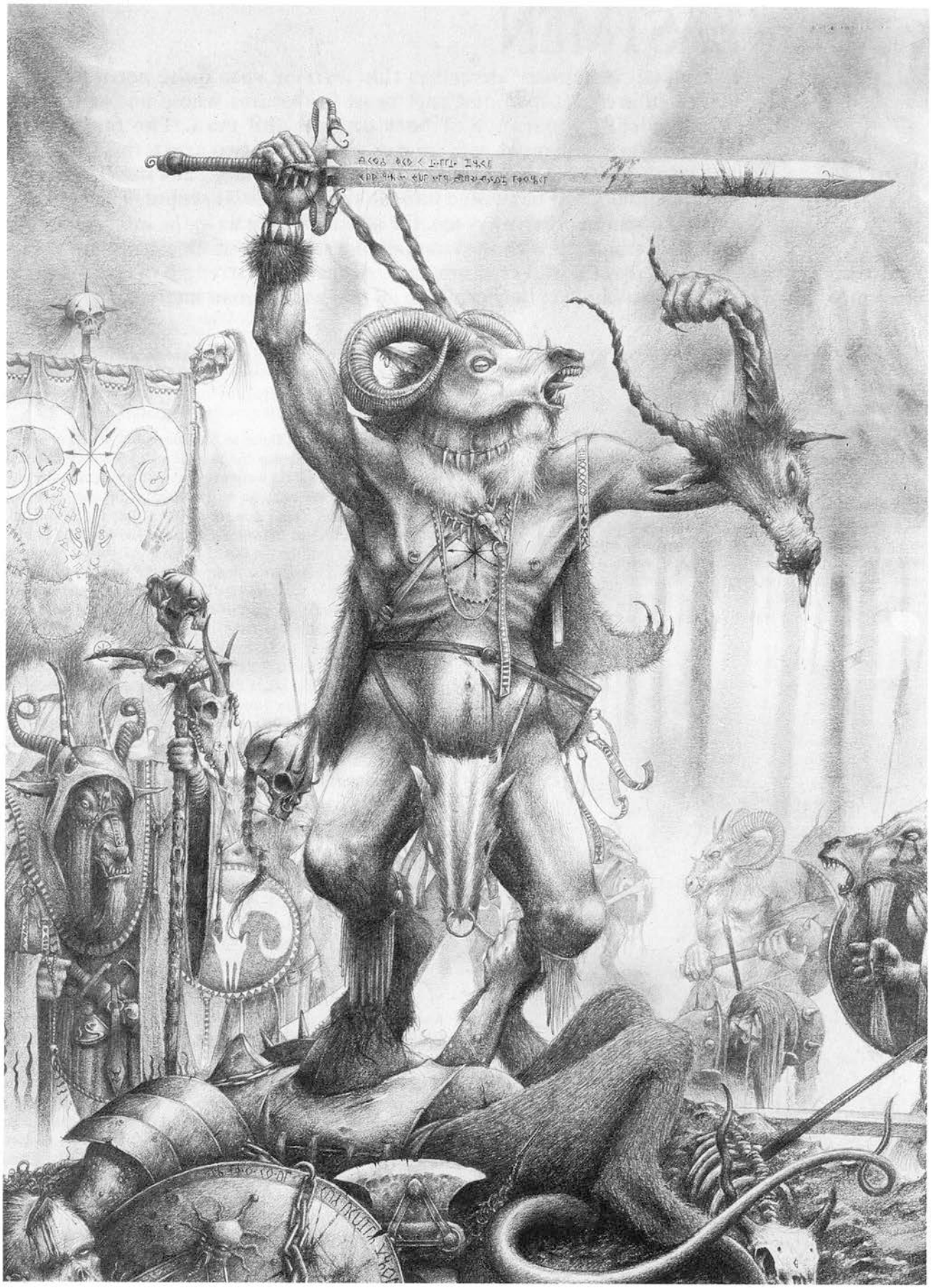
	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP
2 Orcs	4	3	3	3	4	1	2	1	7	5	7	7

One Orc carries Flamefist's banner.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP
Skitter												
1 Cockatrice	3	3	0	4	4	2	4	3	6	4	6	6

	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP
Gorekopf												
1 Minotaur	6	4	3	4	4	3	3	2	9	5	7	6

	M	WS	BS	S	T	W	I	A	Ld	Cl	Int	WP
Jibberwrack												
1 Chaos Spawn	4	4	3	5	4	3	1	4	7	0	5	7



ADRIAN SMITH

BEASTMEN

The name 'Beastmen' describes this warrior race quite accurately, for Beastmen are part man and part beast - creatures whose bodies combine the physical appearance of both animal and man. The majority of Beastmen are humanoid with an upright stance: two arms, two legs, torso and head. However, Beastmen are the Children of Chaos itself, and their mutated bodies can be twisted into all kinds of bestial shapes. They are only partly human in other ways too, for although they have the intelligence of a man they employ it with the cunning of a wild animal. Beastmen are savage fighters. They have the tenacity of a wild creature, the extraordinary strength of an animal, no more pity than a hunting beast, and yet they combine all this with human intellect.

THE ORIGIN OF THE BEASTMEN

Beastmen are not natural creatures. They are mutants created from men and animals by the energy of Chaos. Their origin lies long ago, at a time when the Warhammer World was dominated by the ancient race known as the Old Slann. The Old Slann built two warp gates over the poles of the world. These warp gates were literally holes between the real world and the Realm of Chaos. By moving into and through the warp gates, the ships of the Old Slann could travel anywhere beyond the Warhammer World to the outer depths that separate one world from the next. The technological achievements of the Old Slann were such that they were able to control these gateways and prevent the material and immaterial dimensions intermixing.

TONY ACKLAND

What caused the Old Slann to disappear is a matter for some conjecture. Perhaps it was the decline of their civilisation that led to the failure of their warp gates, or perhaps it was the other way round, and the collapse of the warp gates destroyed their thriving culture. Some people believe that the Old Slann deliberately destroyed the warp gates in a desperate bid to keep something dark and sinister out of the material world. Whatever happened, the mechanisms controlling the warp gates on the Warhammer World went wrong. The same thing happened upon thousands of worlds, as most of the Old Slann warp gates were destroyed. The result was rather like an explosion in which the fabric of the Realm of Chaos burst into the material universe with catastrophic results. Clouds of black warp-dust settled over the Warhammer World, causing mutation and saturating the atmosphere with the raw power of Chaos. In this new environment all kinds of mutated creatures were brought into existence, including the rat-children Skaven, half-men and half-horse creatures called Chaos Centaurs, and many others of which Beastmen were the most common of all.

Since that time Beastmen have thrived upon the edges of the civilized world and have grown strong upon their diet of unending battle. They have multiplied in numbers throughout the Old World, but remain most numerous in the north, within the dark forests of the Empire and the forbidding wildernesses of Kislev. Even the Estalians and the Tileans, the southernmost nations of the Old World, live in constant fear that hordes of Beastmen will some day rise up and overwhelm them. This fear is largely unwarranted, for Beastmen are less concerned with humanity than humanity is with them. Of course, any human foolish enough to wander unarmed and alone into the forest would soon attract the unwelcome attentions of the creatures who live there, but for the most part Beastmen pay little notice to the petty concerns of humanity.

Beastmen live in roaming bands dominated by Beastmen Champions of Chaos as described on the following pages. Small groups will often ally themselves to human or other Champions of Chaos, joining their warbands and fighting their battles. Beastmen have a natural empathy for Chaos - in a quite literal sense they are the Children of Chaos because they were brought into existence by its dark energies. This empathy overcomes any natural antipathy Beastmen may have for other races, so that they willingly serve all manner of Chaos Champions whatever sort of creatures they are.

WAYNE ENGLAND

TYPES OF BEASTMEN

To the fearful eyes of the outside world all Beastmen appear the same - an unruly mass of flesh, fur and teeth. In their ignorance they can discern no distinguishing characteristics that mark the different physical and social types, nor any kind of social hierarchy apart from the simple supremacy of the strongest. This is a mistake often made by Humans, whose judgement of Beastmen is overwhelmed by the brutal power and savagery of these creatures. In fact, Beastmen society is very precise and ordered, and there are several distinct levels of class and rank

GORS

The most common type of Beastmen are called Gors, who can be readily distinguished from more lowly breeds by their horns. The number of horns is not important, although it is preferable that they should be on the creature's head. Gors take great pride in their horns and often polish, paint or decorate them to enhance their natural lustre or shape.

Lowly breeds look to the Gors for guidance and leadership, praising them endlessly in victory, and grumbling behind their backs when things are not going so well. Most Beastmen battle-leaders and the top warriors will be Gors. The Gors are divided into two main types and a lesser third type. The two main types are the goat-horned Caprigors and the bull-horned Bovigors. The third variety is known as Ungors, a Beastman phrase which means something like, 'not quite right Gors' or 'other Gors'.

Caprigors are more common that other Gors. They have curling or straight horns on their head like a goat or sheep. A Caprigor may have the entire head of a goat and often has goat's legs as well. A Beastman with these mutations but no others is called a Truegor, a title also shared by some other kinds of Gor. A Caprigor Truegor is said to be bigger, braver and even more clever than other Caprigors.

Bovigors are not quite so numerous as Caprigors. A Bovigor bears cattle horns on his head and may have the entire head of a bull or an ox. If he has a bull's head and either human or goat legs he can be qualified as a Truegor. Bovigors are very competitive and like to think they are superior to other Gors. Most Bovigors believe that brawn is better than brains, many possessing a great deal of the former and very little of the latter.

Ungors have horns but not necessarily on their heads. They may have one horn or many, but they won't be recognisably those of goats or cattle. Ungors are therefore very varied in appearance and include Beastmen with all sorts of mutations. An Ungor with a particularly spectacular array of horns, or with a single fine horn, is the subject of considerable envy. However, most Ungors have only scabby little horns or peculiar misshapen versions, much to their annoyance and the amusement of more lowly Beastmen.

BRAY

The majority of Beastmen who are not Gors are called Bray. The name refers to the braying, whinnying, whooping cacophany that Beastmen make when they band together to fight or feast. Apart from lacking horns, there is very little consistency in appearance that distinguishes a Bray from a Gor. A very brave, cunning, and unusually lucky Bray can rise to become a leader, but this is not very common. Gors do not like Brays giving them orders, and a Bray who fails to show a Gor the proper respect is asking for trouble.

SPAWN

The dividing line between a mutant and Chaos Spawn is a narrow one, and amongst Beastmen it is a line often crossed. As with all of the followers of Chaos, fresh mutation can turn them into Chaos Spawn: mindless and unrecognisable things divested of their intellect and form. Sometimes Spawn are killed or driven away if they are dangerous or useless. though Spawn who are helpful, perhaps because they are still worthwhile fighters, are kept out of respect for the mighty warriors they once were.

TURNSKINS

A Turnskin is a Beastman who was born human. The continual seepage from the broken warp gates causes mutations among all the creatures of the Warhammer World. Human mutants are not tolerated in their own societies, and most of them are killed at when their mutations manifest themselves, or are driven from their homes to die lonely deaths. The toughest and most cunning manage to survive their physical and psychical rejection and come to join up with bands of Beastmen. Regardless of his physical appearance, a Turnskin is always a Turnskin rather than a 'pure' Beastman, which means he is the lowest of the low as far as the Beastmen are concerned. If a Turnskin has horns they are sawn off before he can be accepted by other Beastmen, otherwise he could be mistaken for a Gor.

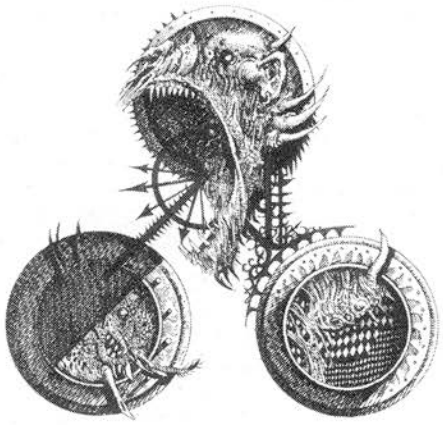
GAVES

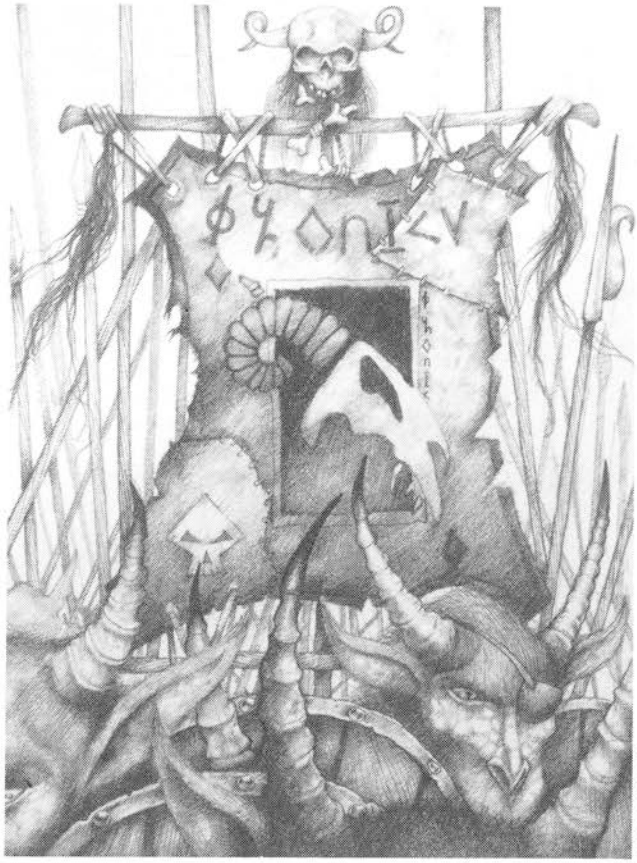
Throughout the lands of the Empire and northwards, it is not uncommon that healthy, sound, human parents produce a mutant child. While some mothers try to conceal their babe's deformities, the majority feel such shame that they give them up to the forests or rivers. Left lying in a bed of fallen leaves or set afloat upon a raft of reeds, the new born mutants are abandoned to die from exposure and hunger. They rarely die however, for the ears of the Beastmen are keen, and they are always alert to the cries of their own kind. Such foundlings are adopted and reared in the forests in the deepest and most permanent camps of the Beastmen. They are called *Gaves* or *Gave Children.*

Beastmen regard Gaves as a gift of Chaos and welcome them amongst their ranks. They grow into Beastmen and become Gors, Brays or the other types described depending on their appearance. Beastmen place no stigma on Gaves, and sometimes add 'gave' to their name if they are adopted foundlings of this kind. *Horngave, Gorgave, Shadowgave* and *Nightgave* are typical Gave names.

SHAMANS

Shamans are a very special kind of Beastmen because they have magical powers, though this is only a part of what makes them special. Shamans are the intermediaries between the Beastmen and the Realm of Chaos itself. They can spirit-walk in the Realm of Chaos and talk with the very Daemons of the Chaos Powers. Shamans never lead other Beastmen, but the Beastmen's strongest leaders rely on them for all kinds of advice as well as help in battle.





WAYNE ENGLAND

BEASTMAN SOCIETY

Beastmen live in the deep, dark forests of the Old World where they fight amongst themselves and against Chaos Warbands, human bandits and Orc tribes. They pose an unavoidable threat to travellers on the forest roads and to small villages and homesteads in or near the forest edge. Many a home or hamlet has been raided in the night, its occupants slaughtered as foxes slay chickens for sport. There is little the authorities can or will do. The Beastmen concentrate their attentions on the outlying areas and the disappearance of the odd isolated farm or village means little in economic or political terms, if its loss is noticed at all. Beyond the Old World, Beastmen live in the barren lands of the north, where the influence of Chaos is strongest.

WARBANDS

The basic social unit of Beastmen is the warband, which consists of a Chaos Champion and his followers. Beastman warbands are usually larger than those of Human Champions, and they mostly consist of Beastmen. The warband rarely has a permanent base, but lives in a series of temporary camps deep in the woods or in some hidden part of the wilderness. Caves make good sites for camps so long as they are near running water and have a good view over the surrounding forests. Once a warband has hunted the surrounding forests and raided any settlements nearby it moves to another camp some distance away. In this way they are constantly on the move, sometimes clashing with other warbands over a particular territory.

THE SUCCESSION OF A WARBAND

Warbands can lose their Champion for several reasons: through his death in battle, turning into a Chaos Spawn, or he can achieve daemonhood and enter the Realm of Chaos. When this happens the warband will usually continue with one of its other members as its new Champion. Sometimes when a Champion is killed his warband splits up into smaller separate warbands each with a new Champion of its own. Because warbands are continually dividing when their Champions are slain, it is quite common for drifting or unled Beastmen to seek out and join up with other warbands.

THE CHAMPION'S BANNER

Every warband has its own unique banner which proclaims the name of its Champion and lists the deeds of the warband. The banner is carried by the Beastmen in battle, and at other times placed in its own special tent or place in camp. Every warband is very proud of its banner. If a banner is stolen, destroyed, or captured in battle it is a great disgrace for the entire warband, and especially for the Champion himself.

The banner is made from the flayed hide of a fallen enemy, so the larger and more powerful the enemy the better! The Champion makes his sign or writes his name at the top of the banner in the Dark Tongue, and attaches the trophies of the warband's victories to it. If the Champion thinks a particularly heroic deed needs more explanation, he has a picture drawn on the banner to commemorate it. In this way a banner records the story of the Champion's career. Sometimes a warband becomes so famous that the Champion has to slay another enemy and add his hide to the banner just to create more room!

When a Champion is slain his banner is burned or buried with him, but his successor will tear off a small patch to sew on the new banner he will create. Patches from previous Champions are also taken off the old banner and fixed to the new. The banners of most warbands have several of these tiny patches, some of which may be hundreds of years old.

THE CHAMPION'S FEAST

When a Champion is slain, his followers mourn him with raucous feasting and dancing. If the dead Champion is a particularly famous Beastman, many warbands may be invited to the feast and a great Brayherd is held as described below. At the feast the Champion's own body is eaten by his loyal followers. The most tender and choice bits are eaten by his oldest and most favoured retainers. If the Champion is to be succeeded by one of his followers, the new Champion consumes the old Champion's heart, gulping it down in one bite to the roaring applause and chanting of the rest of the warband. Beastmen say that the warrior's essence lies in his heart, and that by eating the heart of the Old Champion part of his wisdom and power passes into his successor.

WAYNE ENGLAND

The Champion's feast is a great tradition amongst Beastmen, and if a Champion's body is destroyed the warband considers it a very bad omen for its future. Beastmen believe that by eating their old leader they will inherit some of his character as well as his most distinctive physical mutations. Perhaps this is true, for it is certainly the case amongst the oldest established warbands that its members share many common traits and attributes.

THE BRAYHERD

Rival warbands of Beastmen feel little reluctance when it comes to fighting each other over disputed territory, booty, or just for the sake of it! However, it is frequently necessary for Beastmen to gather together in strength, either to attack a common foe, to defend themselves against attack, or to take part in one of their spectacular all-night festivals. Any common meeting of different warbands is called a *Brayherd*.

A Brayherd is convened when one Champion goes to an established meeting ground. These meeting grounds are always well hidden places away from the eyes of prying humans, such as valleys, or caves. The Brayherd site is marked by a huge stone slab called a *Herdstone*. Some Herdstones are natural outcrops, others are rough slabs erected by the Beastmen. The Herdstone is blackened with the soot of the meeting fires.

When the Champion reaches the Herdstone he lights a signal fire and his warband camps nearby. Over the following nights other Champions arrive with their warbands, attracted from afar by light of the signal fire. As each Champion arrives he scratches his name or mark on the Herdstone using the Dark Tongue runes of Chaos. His warband sets up camp around the fire. Once enough warbands have arrived the Brayherd begins.

KEVIN WALKER

The Champion who called the Brayherd starts by explaining why he has gathered the warbands together. This usually involves a plan to fight somebody, whether it is the hated humans or some other foe. The other Champions listen and decide whether to join the expedition, then they discuss their plans. Meanwhile, the other members of the warbands enjoy a festival of feasting, wild dance, and brutal singing. Although fights do break out, these are mostly contained by the Champions as it is forbidden to spill blood during the Brayherd. Even deadly rivals respect this tradition.

Champions or warbands who can't resist fighting each other are obliged to leave the Brayherd, scratching out the Champion's name on the Herdstone and moving some distance away to resolve their differences. Once matters have been settled, surviving Champions can rejoin the Brayherd and their name is recorded on the Herdstone once more.

The climax of the Brayherd is the *Gorfight*, the winner of which will lead the entire expedition. Normally only Gors fight in the Gorfights, but any other Champion can take part so long as all the other Champions agree to it beforehand. The warbands form a ring around the Herdstone and the contenders start off evenly placed around its edge. Each Champion is unarmed and has his hands tied behind his back. The Gorfight is decided by head-butting. Although a Champion can be any kind of Beastman, the battle for leadership obviously favours Gors as they have horns. In fact, if another type of Beastman enters the contest the Gors gang up to defeat him. The winner is the last Champion standing!

During the contest no other Beastmen can enter the ring, but the spectators can strike out with fists or blunt weapons at anyone who gets close enough to the edge. The pole position is the centre of the ring with your back to the Herdstone - in this position an attacking Champion risks smashing his head against the stone itself if his opponent moves out of the way! Any Champion pushed to the edge risks disappearance under a rain of blows from the ringside.

The winner of the Gorfight is given the honorary title of Gorlord. He leads all the Champions with their warbands during that particular expedition. Once the expedition is over, the battle fought or raid complete, the alliance breaks up into its separate warbands once more and normal feuding resumes. As a mark of the high respect in which the Gorlord is held by other Champions as well as his followers, he is called Gorlord from then on. If he has won a spectacular victory then the name of the battle is added to his title, for example Champion Bullhoof Gorlord of Narga Pass. For years after the destruction of Praag during the Great War against Chaos, many Beastmen Champions carried the title of Gorlord of Praag because many Beastmen armies converged upon that poor city in its final days.

THE SHAMANS

If a Champion's warband does not include a Shaman then one will often join him as his fame and reputation grows. However, a warband only ever has one Shaman. A new one can only join the wand if its existing shaman has been killed.

It is important that a warband includes a Shaman because these Beastmen are more than just spellcasters. A Shaman can spirit-walk in the Realm of Chaos and there he can contact and hold conversations with the daemons of the Chaos Powers or even with the Chaos Powers themselves. He can seek advice or portent of future events, and he can relay messages from the Chaos Powers to their Champions, or vice versa.

As the intermediaries between the Beastmen and the Chaos Powers, Shamans are treated with the utmost respect even by powerful Champions. This is on the whole very sensible, as Shamans have tremendous magical powers and can easily blast or burn anyone who challenges their wisdom.

Spirit-walking is achieved through dreams or a comatose trance induced by excessive drinking. During a Brayherd, all the Shamans present drink themselves into a trance so that they can visit the Chaos Powers and ask for more power to destroy their enemies. By means of spirit-walking the Beastmen have always known that they are not only part of Chaos but the Children of Chaos itself. As a result Beastmen understand much more about the true nature of Chaos than most humans. They know that mankind's hatred and fear of Chaos stem from his ignorance of it. Beastmen believe that humans are unable to stomach the truth about Chaos, and hide their fears by inventing comforting lies about its real nature.

Shamans wear elaborate loose gowns or decorated hoods and carry staffs or banners decorated with scalps and bones. However, the sole indisputable mark of the Shaman is that his eyes are different colours. Often one eye is red and one blue, or one yellow and the other green. The actual colours are supposed to signify the favour in which the Shaman is held by a particular Chaos Power; blue or yellow for Tzeentch, green or brown for Nurgle, pink or purple for Slaanesh, and bright red for Khorne.

The Beastmen say of a Shaman whose eyes are very bright that the light of Nurgle, Tzeentch, or some other Power shines through his eyes. A Shaman sometimes chooses to repeat the colours of his eyes in his robes, and if he has horns he might paint them so that they too proclaim the favour of the Chaos Powers.

BEASTMEN AND HUMANS

Beastmen raid and destroy human farms and settlements, attack convoys and travellers, and even fight openly against human armies. There is little that humans can do by way of prevention or retaliation because the Beastmen are such an elusive and mobile foe.

Occasionally, when Beastmen incursions become too much to bear, human hunting parties strike into the woods and round up and destroy any Beastmen bands they find. However, the humans have to be pretty confident of success to risk such a venture, as they are all too likely to find the situation reversed and the hunters become the hunted!

CHAOS CULTISTS

The cults of the Chaos Powers are not openly tolerated amongst human society, but there are still those who worship Chaos in secret. These humans are organised in covens whose leaders are often highly influential men in their home towns or villages. They lead a double life in which their true allegiance to Chaos is kept secret, for any hint of their activities would quickly bring the full weight of the law down upon them.

As servants of Chaos these cultists sometimes have dealings with Beastmen. With the information a cultist provides, Beastmen lay ambushes for messengers and important convoys. By opening city gates or distracting guards, cultists can allow Beastmen bands to enter human settlements.

MARTIN MCKENNA

The warband moved purposefully through the ancient forest, footfalls soft on the carpet of fallen leaves. Sickly beams of moonlight trickled through the bare branches above the path, sparkling green off half-glimpses of armour and burnished metal. At their head strode a huge Caprigor, his great horns stretching before and behind catching on the trees and causing a continual rain of broken twigs.

As they climbed the mountainside the way steepened and the path became more stony, lined with mossy boulders and twisting tree roots. Now, with the trees starting to thin out, they could just make out the orange sparks of the signal fire dancing into the night sky. Ahead lay Herdstone Granit and the Brayherd. Faint noises drifted down on the chill mountain air, and the scent of roasting meats tantalised the warband's noses. The steps of the Beastmen quickened in anticipation of the night's feasting.

Suddenly, the leader signalled the band to stop, and they shrank motionless down into the shadows. The Caprigor's nostrils flared as he gently breathed in the icy breeze. He could smell strangers - ahead, to the left. Though they moved almost silently, the odd falling pebble or cracked twig betrayed the presence of a large warband. He watched them passing, shadowy forms behind the rocks, horns and weapons silhouetted momentarily against the sky.

At the time of the calling differences were supposed to be set aside, but caution and instinct urged the Caprigor to keep his band hidden until the other had passed. He could hear rustles and whsipers behind him - his followers were becoming restless, but still he waited, some sixth sense holding him on guard. Then he smelt it - human-smell. Not the familar stench of Turnskin, but the distinctive scents of civilisation. They were still downtrail of his warband's position, moving uncertainly in the darkness. He raised himself and signed orders to the band, and they swept off into the night, eager for some action after their enforced inactivity.

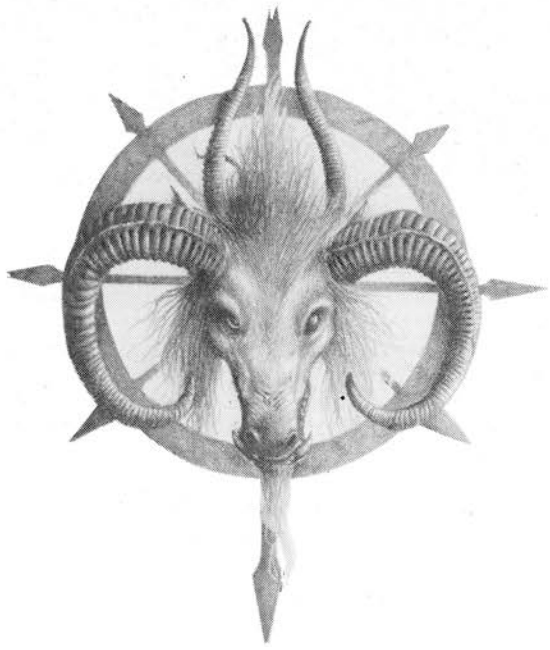
Ten minutes later, the trap was set and closing. The human spies had no idea they were being shadowed; stupid in the ways of the wild, turned soft by house and hearth. They probably thought they were moving quietly, but to the keen senses of the Beastmen they made as much noise as an army.

One lingered behind to relieve himself and was pounced on by Brutal and Tartail, who slit his throat and daubed the hot human blood onto their horns. A well-aimed rock smashed the lantern from the leader's hand, and the humans backed together in a rough circle, swords drawn to face their invisible tormentors. The Caprigor howled attack, and the Beastmen swooped down from their hiding places. Guttering flames from the spilt oil illuminated a nightmare scene of flashing swords and spouting blood as the Beastmen literally hacked their enemies apart in an orgy of unallayed savagery. In less than a minute the humans were all dead - a pile of broken bodies and limbs. The Beastmen stopped long enough to take their trophies, then vanished back into the night. A slow stream of human blood trickled over the stones and extinguished the flames of the broken lantern. All was dark and quiet in the forest once more.

GAMES RULES FOR BEASTMEN

The following profiles give characteristics for Beastmen, Beastmen Heroes and Beastmen Shamans. Points values are included for each. Each level of Hero and Shaman is also described by a special name. This name reflects the status of the character among other Beastmen. These names can only be granted by a Shaman who must first consult the daemons as to the merits of the individual they intend to honour.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
Beastman	4	4	3	3	4	2	3	1	7	6	7	6	10
5 Hero: Banebeast	**4**	**5**	**4**	**4**	**4**	**2**	**4**	**2**	**7**	**6**	**7**	**6**	**60**
10 Hero: Despoiler	4	6	4	4	5	3	4	3	8+1	6	7	6	110
15 Hero: Feralfoe	**4**	**6**	**4**	**4**	**5**	**4**	**5**	**3**	**9+2**	**6**	**8+1**	**7+1**	**160**
20 Hero: Hewrender	4	7	4	4	5	5	6	4	10+3	6	8+1	7+1	210
25 Hero: Slayer	**4**	**7**	**5**	**4**	**5**	**5**	**6**	**4**	**10+3**	**8+2**	**9+2**	**8+2**	**260**
5 Shaman: Spiriter	4	5	3	4	4	2	3	1	7	7+1	8+1	7+1	90
10 Shaman: Mutander	**4**	**5**	**3**	**4**	**4**	**3**	**4**	**1**	**8+1**	**8+2**	**8+1**	**8+2**	**160**
15 Shaman: Feralflux	4	6	3	4	5	3	4	1	9+2	8+2	9+2	8+2	255
20 Shaman: Malevolus	**4**	**6**	**4**	**4**	**5**	**5**	**5**	**1**	**9+2**	**9+3**	**9+2**	**9+3**	**345**
25 Shaman: Arcan	4	7	5	4	5	5	6	1	10+3	9+3	10+3	9+3	470



PAUL CAMPBELL

SPECIAL RULES

1 Any Beastman can have Chaos Attributes as shown by the following chart. Roll to see if the Beastman has any attributes using the percentage chance indicated. If the Beastman does have attributes then determine how many and generate them randomly.

Beastman	Chance of Attributes	Number of Attributes
Beastman	50%	D3
5 Hero	**65%**	**D4**
10 Hero	85%	D6
15 Hero	**Always**	**D6+1**
20 Hero	Always	D6+2
25 Hero	**Always**	**D6+3**
5 Shaman	85%	D4
10 Shaman	**Always**	**D6**
15 Shaman	Always	D6+1
20 Shaman	**Always**	**D6+2**
25 Shaman	Always	D6+3

2 Shamans have the normal number of spells for their level. These are generated from the Battle Magic, Daemonic or Necromantic spell lists. Each spell is generated randomly from one of the lists in turn, until the Shaman has his full quota as shown on the chart below.

Shaman Level	Shaman Name	Magic Level	Number of Spells/ Level 1	2	3	4	Magic Points
5	Spiriter	1	3	0	0	0	10 or 3D6
10	**Mutander**	**1**	**6**	**0**	**0**	**0**	**10 or 3D6**
15	Feralflux	2	6	3	0	0	20 or 6D6
20	**Malevolus**	**3**	**6**	**3**	**3**	**0**	**30 or 9D6**
25	Arcan	4	6	3	3	3	40 or 12D6

THE BEASTMAN CHAMPION AND WARBAND

Beastmen are held in high favour by the Chaos Powers, for they are creatures of Chaos epitomising both its vast energy and its potential to warp and destroy. Although a Beastman Champion's chances of attaining Daemonhood are no better than anyone else's, he will attract a powerful following much more quickly than other Champions.

THE BEASTMAN CHAMPION

Unlike human or other Chaos Champions, who can be Wizard Champions with magical powers, a Beastman Champion can only be a fighting warrior. Beastmen Shamans are never Champions because they occupy a very special role in the warbands, supporting the Champion with their powers and acting as the intermediary between the warband and the Chaos Powers.

D100	Starter Profile	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-50	Beastman	4	4	3	3	4	2	3	1	7	6	7	6
51-75	5 Hero	4	5	4	4	4	2	4	2	7	6	7	6
76-85	10 Hero	4	6	4	4	5	3	4	3	8+1	6	7	6
86-95	15 Hero	4	6	4	4	5	4	5	3	9+2	6	8+1	7+1
96-99	20 Hero	4	7	4	4	5	5	6	4	10+3	6	8+1	7+1
00	25 Hero	4	7	5	4	5	5	6	4	10+3	8+2	9+2	8+2

CHAOS ATTRIBUTES

Beastmen can already have Chaos Attributes when they become Champions. The number of attributes is determined from the following chart.

Beastman	Chance of Attributes	Number of Attributes
Beastman	50%	D3
5 Hero	65%	D4
10 Hero	85%	D6
15 Hero	Always	D6+1
20 Hero	Always	D6+2
25 Hero	Always	D6+3

MARK OF CHAOS

The Champion receives the appropriate Mark of Chaos from his chosen Patron just like any other Champion. In the case of Nurgle, this consists of a randomly determined attribute plus an increase in toughness of +1. In the case of Tzeentch the Champion receives D3 attributes plus a randomly determined magic item. Khorne's Champions receive a suit of Chaos Armour and a randomly determined attribute. Champions of Slaanesh receive an increase in will power of +1 plus a randomly determined attribute.

KEVIN WALKER

FOLLOWERS

Beastmen society is based upon the warband, so all Champions start off with at least some followers. To determine how many followers the Champion has to begin with, roll a D6 and consult the chart below. This shows how many times the player can roll on the *Beastmen Followers Table*. Thereafter, a Beastmen Champion rolls once on the chart below every time he is rewarded by his Patron.

D6	Rolls on the Beastmen Followers Table
1-2	1
3-4	2
5	3
6	4

BEASTMEN FOLLOWERS TABLE

01-20

2D6 BEASTMEN OF THE CHAMPION'S PATRON

Beastmen of the Champion's Patron are drawn to the service of the Champion by the providence of Chaos and the will of their mutual master. If the Champion has no single Patron then the Beastmen are of standard type. Some carry shields, some wear light armour, a few combine both, others have none, giving an average D6 saving throw of 6. They brandish axes, swords, clubs and other hand weapons. If forming a new unit in the warband the Beastmen may automatically have a standard and a warhorn or other instrument.

21-40

2D6 BEASTMEN

Beastmen flock to the Champion's entourage, attracted by tales of his growing fame and portents of future success.

These Beastmen are of standard type. Some carry shields, some wear light armour, a few combine both, others have none, giving an average D6 saving throw of 6. They brandish axes, swords, clubs and other hand weapons. On the D6 roll of a 5 or 6, any or all of the Beastmen may carry a bow or a spear as well as, or instead of, their other equipment. If forming a new unit in the warband the Beastmen may automatically have a standard and a warhorn or other instrument.

TONY ACKLAND

41-60 BEASTMAN HERO

A renowned Beastman joins your ranks. If your Champion follows a particular Patron there is a 50% chance the Hero is a Beastman of that Patron. Otherwise the Hero is an ordinary type of Beastman. Roll a D10 to determine how powerful he is.

D10	Hero	Chance of Attributes	Number of Attributes	Chance of Beastmen Followers	Number of Beastmen Followers
1-4	5 Hero	65%	D4	25%	D3
5-6	10 Hero	85%	D6	35%	D4
7-8	15 Hero	Always	D6+1	50%	D6
9	20 Hero	Always	D6+2	75%	2D4
10	25 Hero	Always	D6+3	95%	2D6

Beastmen Heroes have standard profiles for their type, plus the attributes indicated. They wear heavy armour, or light armour and a shield, giving a D6 saving throw of 5 or 6. They carry either a hand weapon or a double-handed sword or axe - the player can decide which.

A Hero's followers will be Beastmen appropriate to his own allegiance. If he is a Beastman of one of the Great Powers then his followers are too. If forming a new unit in the warband the Beastmen may automatically have a standard and a warhorn or other instrument like a drum.

61-70 BEASTMAN SHAMAN

If your warband does not already include a Shaman, a Beastman Shaman joins you. If your warband already contains a Shaman it cannot be joined by another. No other followers join your band and the dice roll is wasted.

Roll a D10 to determine how powerful the Shaman is.

D10	Shaman	Chance of Attributes	Number of Atributes
1-4	5 Shaman	85%	D4
5-6	10 Shaman	Always	D6
7-8	15 Shaman	Always	D6+1
9	20 Shaman	Always	D6+2
10	25 Shaman	Always	D6+3

Shamans have standard profiles for their type. They do not wear armour although they do carry a sword or other hand weapon. The Shaman has a 75% chance of having a randomly generated magic item.

If your Champion has a Patron Power the Shaman also follows that Power and his spells will include those of his Patron. If your Champion follows no specific Patron then the Shaman is especially favoured by two Chaos Powers. A Shaman's spells can include those of the Powers which favour him if the player wishes. Roll 2D10 to determine which Powers favour the Shaman. If the result is Khorne then the Shaman loses 1 spell from his total - Khorne hates magic even amongst those who otherwise please him.

D10	Chaos Power
1	Khorne
2-4	Slaanesh
5-7	Nurgle
8-0	Tzeentch

TONY ACKLAND

71-80

D6 CENTAURS

Your Champion is joined by a group of Centaurs. If there are 4 or more, then one of them will be a Hero. If there are 6 then there is no Hero, but the Centaurs are led by a Wizard instead.

Use the following table to generate Heroes and Wizards as appropriate.

D10	Level	Heroes	Wizards	Number of Attributes
1-4	Level 5	Hoarhoof	Fetlock	D4
5-6	Level 10	Tairgirth	Witherstock	D3+1
7-8	Level 15	Warmain	Grimdock	D4+1
9	Level 20	Steedmaster	Skylock	D6+1
10	Level 25	Stallion Lord	Sky Lord	D6+2

All Centaurs have standard profiles for their type. Ordinary Centaurs have a 50% chance of having D3 attributes.

Roll a D6 for each to determine their weapons.

D6	Weapons Carried
1	Hand Weapons
2	Spear
3	Lance
4	Double-handed sword or axe
5	Bow
6	Bow + Lance

81-85

D3 DRAGON OGRES

D3 Dragon Ogres have heard of your Champion's fame and wish to serve in his warband. There is a 10% chance that one of the Dragon Ogres will be a Hero of his kind. If so, determine his level from the following chart.

D10	Hero Attributes	Number of Attributes
1-4	5 Hero	D3
5-6	10 Hero	D4
7-8	15 Hero	D3+1
9	20 Hero	D4+1
10	25 Hero	D6+1

Dragon Ogres have standard profiles for their type. Ordinary Dragon Ogres have a 25% chance of having D2 Chaos Attributes. They wear light armour and carry an axe or other hand weapon.

86-98

D6 MINOTAURS

The Champion is joined by a band of D6 Minotaurs. There is a 10% chance that one of the Minotaurs is a Hero. If so, determine his level and Chaos Attributes from the following chart.

D10	Hero	Title	Chance of Attributes	Number of Attributes
1-4	5 Hero	Bloodkine	15%	1
5-6	10 Hero	Herdmaster	20%	1
7-8	15 Hero	Deathsteer	25%	D3
9	20 Hero	Doombull	30%	D4
10	25 Hero	Minotaur Lord	35%	D3+1

Minotaurs have standard profiles for their type. They are armed with a mixture of axes and large unwieldy clubs. Minotaur Heroes wear light armour.

99-00 OTHER

Roll on the main *Retinue Table* as for human and other Champions of Chaos.

Contact between a human group and Beastmen can be made by any human brave enough to follow the signal fires of the Brayherd. If the Mark of Chaos is on him in the form of mutation the Beastmen will recognise him as a follower of Chaos. Once initial contact has been made the Beastmen and cultists will arrange to meet and conduct their business in forest clearings and other wild places.

Human cultists develop Chaos Attributes as rewards from their Chaos Power and are forced to flee into the forests. There they join the bands of Beastmen as Turnskins.

BEASTMEN AND HUMAN CHAMPIONS

The Beastmen do not always live at peace with the human Champions and warbands who roam the dark woods and wastes. warbands of all races keep a careful look-out for the progress of other warbands. They know which Champions are in the local area, and their deeds will be common knowledge amongst all the Chaos Champions thereabouts. Beastmen whose own warband has broken up will gladly enter the service of a human Champion if he has a good reputation or promising future. The two kinds of Champion, Beastman and human, serve a common end. When necessary they gather together to fight side by side on behest of Chaos.

The Brayherds provide ample opportunity for human Champions to present themselves to the Beastmen Warbands to exchange information or arrange cooperative attacks. The Beastmen don't necessarily regard the truce of the Brayherd as applying to Humans, so a Champion must choose his moment (and his words) carefully!

TONY ACKLAND

BEASTMEN AND CHAOS POWERS

Beastmen revere the four Great Chaos Powers Khorne, Nurgle, Slaanesh and Tzeentch, as well as many of the lesser Powers which slumber in the Realm of Chaos. A Beastman Champion will often dedicate himself not to a specific Power, but to the unfettered glory of Chaos as a whole.

Chaos Powers look upon Beastmen with special favour, and rewards are granted to successful Champions even though they may serve no specific Chaos Power. Champions who do follow Khorne, Nurgle, Slaanesh or Tzeentch often benefit from the relationship more readily than human or other Champions, because they are closer to the true nature of Chaos.

A warband which follows one of the Chaos Powers will naturally acquire mutations and powers appropriate to that Power. As the Champion and his warband are granted fresh rewards by the Champion's Patron, they gradually mutate into the form of Beastmen of Khorne, Nurgle, Slaanesh or Tzeentch. When a warband breaks up following the death of its Champion, these Beastmen join up with other Champions of that Power. In this way there are always Beastmen of the Great Powers available to join the warband of an up and coming Champion.

BEASTMEN OF KHORNE

The Khorngor

The signature of Khorne is writ clearly upon the form of his Beastmen. They have canine heads or faces, fierce snapping jaws, and teeth which drip with rank saliva. Their skin or fur is usually red and their eyes are all white with red pupils. Heroes often have fur which is especially impressive, either bright red, black with red flecks, or a strange metallic brassy colour.

If the Beastman has horns these may be twisted into the shape of Khorne's skull rune. The same rune is often painted or burned onto their skin or fur, and can be tattooed onto their exposed foreheads. Beastmen of Khorne always fight in their own units, although they can be led by a Beastmen Hero so long as he does not follow any other Power.

Beastmen of Khorne have a Will Power which is 2 higher than other Beastmen. This reflects their master's hatred of magic and means they are able to resist some magic more easily.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
Beastman:													
Khorngor	4	4	3	3	4	2	3	1	7	6	7	8	10
5 Hero:													
Banebeast	4	5	4	4	4	2	4	2	7	6	7	8	60
10 Hero:													
Despoiler	4	6	4	4	5	3	4	3	8+1	6	7	8	110
15 Hero:													
Feralfoe	4	6	4	4	5	4	5	3	9+2	6	8+1	9+1	160
20 Hero:													
Hewrender	4	7	4	4	5	5	6	4	10+3	6	8+1	10+2	210
25 Hero:													
Slayer	4	7	5	4	5	5	6	4	10+3	8+2	9+2	10+2	260

TONY ACKLAND

Beastmen of Khorne *hate* enemies who are mortal followers of Slaanesh, including Beastmen who follow that Chaos Power. They also *hate* all enemy Wizards. They do not hate enemy Shamans who also follow Khorne, as they cannot cast magical spells but have the power to nullify magic as explained below. Remember hatred only applies to enemy troops - never to allies, even if they are followers of another Patron.

A Shaman of Khorne has the power to cast spells but out of respect for his Patron does not do so. In return Khorne grants him a special power. This is the ability to nullify a spell cast by another Wizard. If a Wizard casts a spell within 24" of the Shaman of Khorne, the Shaman can automatically nullify it by expending magic points equal to those used to cast it.

A Shaman of Khorne can nullify any number of spells in a turn, so long as he has enough magic points to do so. The Shaman of Khorne can also use magic points to enhance his normal magic saving throw if the player wishes.

THE BEASTMEN OF NURGLE
The Pestigor

The Beastmen of Nurgle have blistered and broken skins, often red with cracked flesh and sores which have been given to them by a generous master. Their fur is matted and coarse, and their bodies are riddled with all kinds of disease. Yet they retain the morbid vigour that characterises their master so their afflictions in no way mar their battle-worthiness.

The sign of Nurgle is carved into their armour, daubed upon their clothes, and sometimes etched on their skin by the path of disfiguring disease.

A Beastman of Nurgle has a 50% chance of carrying Nurgle's Rot, although thanks to his loyalty to Nurgle the disease will not affect him. Nurgle's Rot can be transmitted to opponents in hand-to-hand combat (see *Magic of Nurgle*).

A Beastman Shaman of Nurgle always has the spells of Nurgle appropriate to his level. Remaining spells are generated randomly as normal. For example, a Feralflux with a magic level of 2 has the level 1 and 2 Nurgle spells *Stench of Nurgle* and *Miasma of Pestilence*.

Beastmen of Nurgle *hate* all enemy who are mortal followers of Tzeentch including Beastmen who follow that Patron.

BEASTMEN OF SLAANESH
Slaangors

Beastmen of the Chaos Power Slaanesh have white or near white fur and pale or pastel skins. Their eyes are green and are sometimes saucer-like in a similar way to those of the Daemonettes. The rune of Slaanesh appears somewhere on them, painted onto their hides or carved into armour, a bracelet or neck collar. Many of Slaanesh's Beastmen have the head or horns of a bull (they are Bovigors in fact) just like the Greater Daemons of their master.

A Beastman Shaman of Slaanesh always has the spells of Slaanesh appropriate to his level. Remaining spells are generated randomly as normal. For example, a Feralflux with a magic level of 2 has the level 1 and 2 Slaanesh spells *Acquiescence* and *Pavane of Slaanesh*.

Beastmen of Slaanesh *hate* all enemey who are mortal followers of Khorne including Beastmen who follow that Patron.

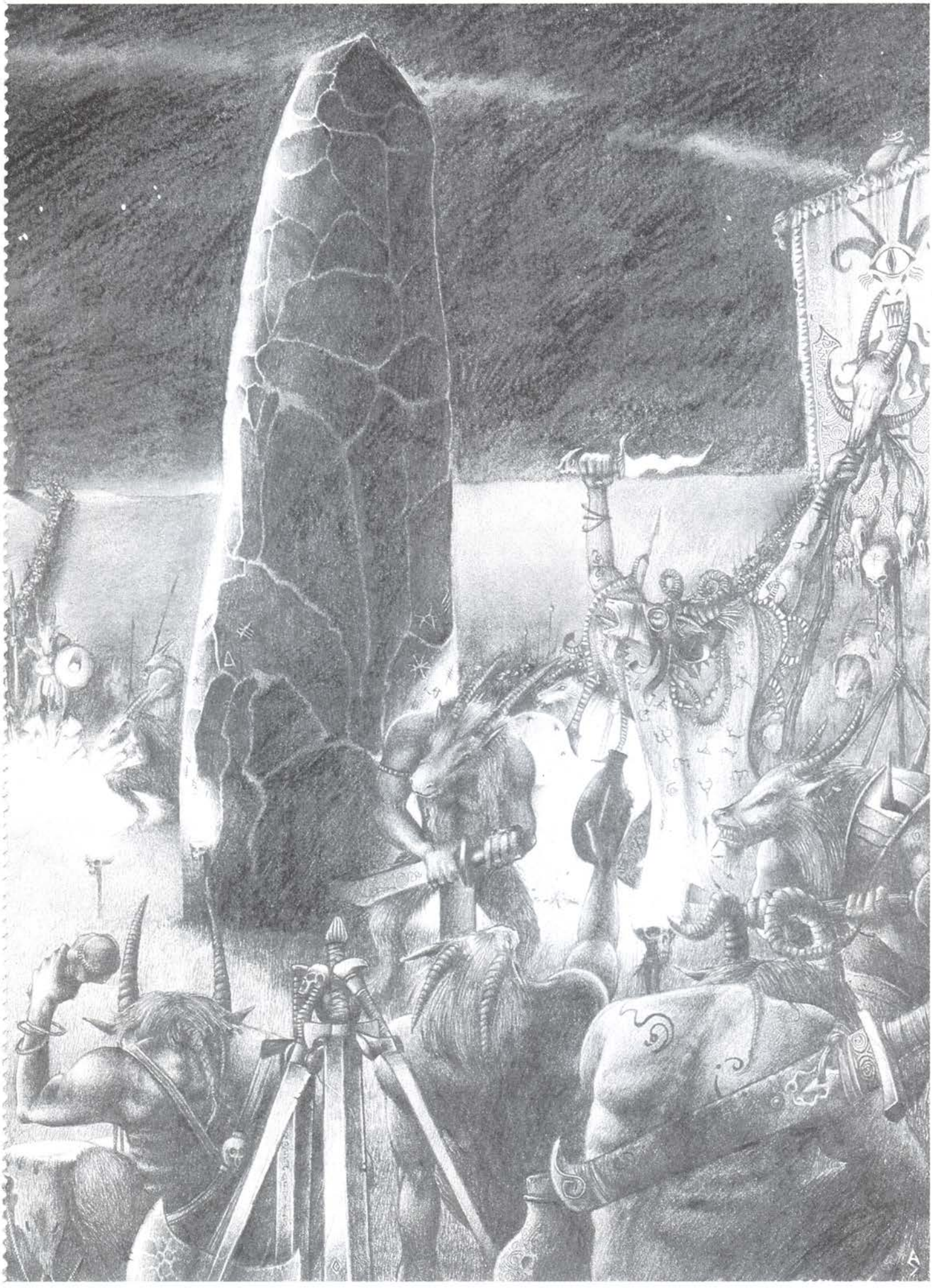
BEASTMEN OF TZEENTCH
Tzaangors

True to the Changer of the Ways Beastmen of Tzeentch are spectacularly variable. They always have at least one outstanding feature, either brightly coloured or exotically patterned fur, or very impressively coloured or shaped horns. Other mutations are usual, whereas other Beastmen may have no mutations, Beastmen of Tzeentch always have at least one.

A Beastman Shaman of Tzeentch always has the spells of Tzeentch appropriate to his level. Remaining spells are generated randomly as normal. For example, a Feralflux with a magic level of 2 has the level 1 and 2 Tzeentch spells *Gift of Tzeentch* and *Pink Fire of Tzeentch*.

Beastmen of Tzeentch *hate* all enemy who are mortal followers of Nurgle including Beastmen who follow that Patron.

ADRIAN SMITH



CENTAURS

Centaurs live on the northern and eastern edges of the forests of the Old World, where the trees reluctantly yield to the sparse grasslands of the Northern Wastes. They are a wandering people without settlements or habitations of any kind, finding what little protection they need in the lee of cliffs and natural rock-shelters. Like Beastmen they live in warbands led by Champions. Centaur Warbands roam the more open parts of the forests and rely upon raiding and hunting to provide their basic needs. This lifestyle is similar to that of Beastmen and other Chaos Warbands and this brings them into conflict. However, like all servants of Chaos they are always ready to put their differences aside in the interests of a common cause. Indeed, Centaurs will serve in the retinue of a Beastman, human or other Champion should the opportunity arise.

Centaurs speak the Dark Tongue, but their snorting speech is coarsened by thick slavering tongues, large champing teeth, and throats unsuited to the articulation of coherent syllables. Their hands and limbs are strong but not very dextrous. Skills that require any degree of manipulative ability are impossible for Centaurs - they can grip tightly, but little else. They are unable to make any but the simplest and crudest of weapons or devices, and are forced to rely upon other races to provide these things.

Not only are Centaurs handicapped by their brutal bodies, but they are also driven by animal appetites over which their thinking minds have little control. Frustrated by their own limitations, Centaurs are ill-tempered, violent, and deeply jealous of races whose minds and bodies are better matched.

STEPHEN TAPPIN

Centaurs suffer from have a craving for alcohol. Its intoxicant effects drive them wild with animal excitement which can only be quelled by deeds of the most violent kind. Only when their energies are completely spent do they lapse into a drunken slumber, sprawling awkwardly on the ground and oblivious to the world.

CENTAURS AND BEASTMEN

Although Centaur Warbands have always had dealings with the Beastmen, the two races could hardly be described as friendly. Indeed, rival warbands are more likely to fight each other than to ally. When Centaurs want to trade or cooperate in a raid or some other venture, they wait for the Beastmen to hold a Brayherd so they can contact them. Unlike Beastmen Champions, Centaur Champions have no regard for the traditions of the Brayherd. They stomp and push their way towards the Braystone and scream their name out to proclaim their presence. Their crude hands are unable to write their name on the Braystone, and rather than admit this failing they are rude and scornful of the tradition, sometimes deliberately defecating over the Braystone by way of making their mark.

The Beastmen Champions pay little attention to the posturings of the Stallion Centaurs. They know that once the Centaurs have made their show of vulgar bravado their pride will have been sufficiently honoured and they will be content to follow the leadership of the Beastmen Champions. Their cooperation is inevitable because Centaurs need Beastmen to repair their weapons and trade their plunder for wine and beer. Centaurs will greedily guzzle tremendous quantities of strong drink, becoming violent and abusive before falling into a drunken slumber. Immediately prior to a big battle they consume bucketfuls of beer and work themselves into a battle fit.

CENTAUR WARLOCKS

Centaur Wizards are called Warlocks. The leader of a warband can be a Warlock Champion with magic powers. Warlocks practice a fairly crude brand of magic. Their own blood, poisonous and corrosive to other creatures, forms the main ingredient in their magic. Before a battle Warlocks draw off blood from all the Centaurs in the warband, mix it with dung in a big bowl or pit, and then decorate the warband's hides with the mixture. Each warband has its own special marking which are worn by all its members. Centaurs believe that these patterns protect them from harm, and draw the attention of their Patron Power to their deeds.

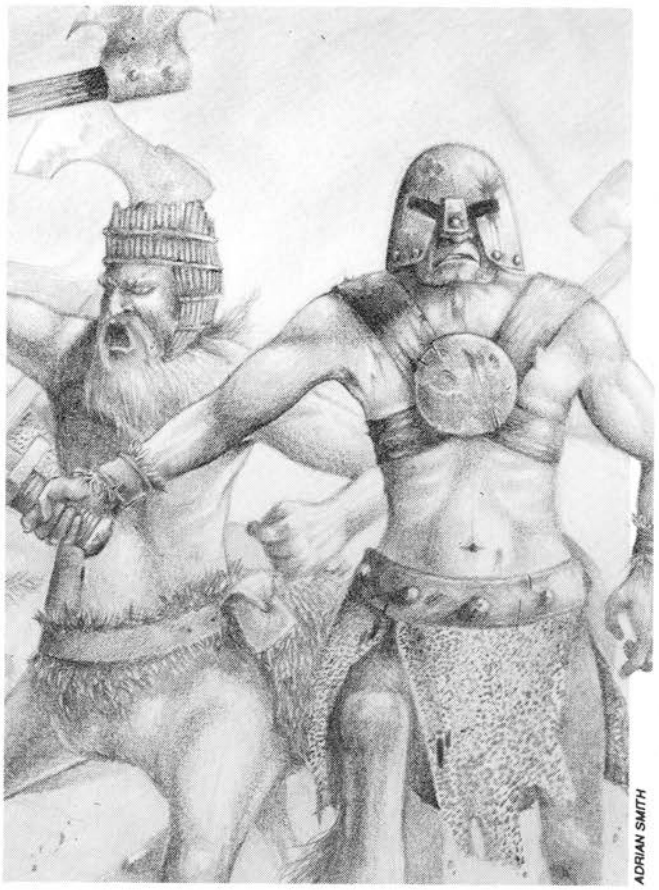
STEPHEN TAPPIN

GAMES RULES FOR CENTAURS

PROFILES

The following profiles gives characteristics for Centaurs, Centaur Heroes, and Centaur Warlocks. Points values are included for each. Each level of Hero and Warlock is also described by his title.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
Centaur	8	3	4	4	3	2	3	2	7	7	7	7	30
5 Hero Hoarhoof	8	4	5	5	3	2	4	3	7	7	7	7	80
10 Hero Tairgirth	8	5	5	5	4	3	4	4	8+1	7	7	7	130
15 Hero Warmain	8	5	5	5	4	4	5	4	9+2	7	8+1	8+1	180
20 Hero Steedmaster	8	6	5	5	4	5	6	5	10+3	7	8+1	8+1	230
25 Hero Stallion Lord	8	6	6	5	4	5	6	5	10+3	9+2	9+2	9+2	280
5 Wizard Fetlock	8	4	4	5	3	2	3	2	7	8+1	8+1	8+1	110
10 Wizard Witherstock	8	4	4	5	3	3	4	2	8+1	9+2	8+1	9+2	160
15 Wizard Grimdock	8	5	4	5	4	4	4	2	9+2	9+2	9+2	9+2	255
20 Wizard Skylock	8	5	5	5	4	5	5	2	9+2	10+3	9+2	10+3	365
25 Wizard Sky Lord	8	6	6	5	4	5	6	2	10+3	10+3	10+3	10+3	490



ADRIAN SMITH

1. Centaurs have Chaos Attributes as shown on the chart below.

Centaur	Chance of Attributes	Number of Attributes
Centaur	50%	D3
5 Hero/Wizard	Always	D4
10 Hero/Wizard	Always	D3+1
15 Hero/Wizard	Always	D4+1
20 Hero/Wizard	Always	D6+1
25 Hero/Wizard	Always	D6+2

2. Centaurs can make weapon attacks or stomp attacks. For example, a Stallion Lord with 5 attacks can make 5 stomps, or 5 weapon attacks, or 3 stomps and 2 weapon attacks, or any combination of stomps and weapon attacks up to a total of 5. Stomp attacks can be made all round, weapons attacks to the front only.

3. Centaur Warlocks have the normal number of spells for their level. These are generated from amongst the Battle Magic spell lists. Each spell is generated randomly from one of the lists in turn, until the Warlock has his full quota as shown on the chart below.

Warlock Level	Warlock Name	Magic Level	1	2	3	4	Magic Points
5	Fetlock	1	3	0	0	0	10 or 3D6
10	Witherstock	1	6	0	0	0	10 or 3D6
15	Grimdock	2	6	3	0	0	20 or 6D6
20	Skylock	3	6	3	3	0	30 or 9D6
25	Sky Lord	4	6	3	3	3	40 or 12D6

THE CENTAUR WARBAND

Most players will wish to represent human, or perhaps Beastmen, Champions of Chaos. Their interest in Centaurs will not go beyond their role as followers in their own Warbands. However, there is no reason why players should have Centaur Warbands in the same way as Beastmen Warbands.

THE CENTAUR CHAMPION

Generate the Champion randomly from the chart below or start with an ordinary Centaur if you prefer.

D100	Starter Profile	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-50	Centaur	8	3	4	4	3	2	3	2	7	7	7	7
51-65	5 Hero	8	4	5	5	3	2	4	3	7	7	7	7
66-72	10 Hero	8	5	5	5	4	3	4	4	8+1	7	7	7
73-77	15 Hero	8	5	5	5	4	4	5	4	9+2	7	8+1	8+1
78-81	20 Hero	8	6	5	5	4	5	6	5	10+3	7	8+1	8+1
82-83	25 Hero	8	6	6	5	4	5	6	5	10+3	9+2	9+2	9+2
84-89	5 Wizard	8	4	4	5	3	2	3	2	7	8+1	8+1	8+1
90-94	10 Wizard	8	4	4	5	3	3	4	2	8+1	9+2	8+1	9+2
95-97	15 Wizard	8	5	4	5	4	4	4	2	9+2	9+2	9+2	9+2
98-99	20 Wizard	8	5	5	5	4	5	5	2	9+2	10+3	9+2	10+3
00	25 Wizard	8	6	6	5	4	5	6	2	10+3	10+3	10+3	10+3

CHAOS ATTRIBUTES

Generate the Centaur Champion's Chaos Attributes as given in the special rules for Centaurs.

Because Centaurs are more likely to have attributes than human Champions, or even Beastmen, their chances of attaining daemonhood are so much less. Theirs is a fast, furious and self-destructive road to damnation!

MARK OF CHAOS

The Champion receives the appropriate Mark of Chaos from his chosen Patron just like any other Champion. In the case of Nurgle this consists of a randomly determined Chaos Attribute plus an increase in toughness of +1. In the case of Tzeentch the Champion receives D3 attributes plus a randomly determined magic item.

FOLLOWERS

Rather than burden the player with another special Followers Table, Centaur Champions use the *Beastmen Followers Table*. However, they can always choose to disregard a result in favour of D6 Centaurs. It is up to the Champion whether he wants to restrict his band to Centaurs or to widen its membership to include other creatures.

From his vantage point half way up the slope, Tartail peered down at the trail through the softly waving ferns. All was still and quiet, mating birds called to each other in the treetops, a squirrel chittered angrily. He couldn't see the other Beastmen, but he knew they were there, hidden and waiting, weapons ready. Their leader, the Caprigor, had gone on ahead, trusting the Centaurs to Brutal, whose own violent nature gave him a certain affinity with the awkward creatures.

The warm wind which drifted down the valley carried the scent of humans, oddly intermingled with the stench of Centaur hide. They would be another pathetic band of refugees desperately trying to reach Praag before their supplies gave out. Pickings had been hard as the Siege bit deeper, and the Beastmen had been forced to roam farther afield in their hunt for spoil.

He twitched his tail impatiently as he caught snatches of noise from the approaching train, a mule braying, the cries of a child, a man coughing. As the lead riders appeared at the head of the trail, he saw they were a ragged lot, mounted on tired horses. Behind them came a rag-tag collection of overladen carts and mules, stumbling along the stony path. Women and children clung to the sides of the wagons or trailed dispiritedly in their wake.

A crow squawked, the signal. He clasped his spear and started inching down the slope. The rear of the train hadn't cleared the top of trail yet but he could hear shouts of alarm and the high-pitched screams of women which signalled the Centaurs' attack. Brutal had obviously managed to keep them under control so far.

As word of the attack was shouted down the wagon train, the riders at the rear whipped their animals into a staggering run, and the convoy speeded forwards. There were pitifully few men with weapons or armour, and most looked half-starved and too old to put up a fight.

The Centaurs topped the trail bellowing with rage, shaking the ground with their heavy canter. Panicked and confused, the humans were totally unprepared for the sight of the huge Caprigor and his retinue of Beastmen leaping in front of them. The riders yanked on their horses' reins to stop them. One slipped back on its haunches and fell over, throwing the man onto the ground. Behind them, the carts and wagons bottlenecked to a halt. They could neither advance or retreat. They were trapped.

At a signal from the Caprigor the Beastmen hiding on the slopes burst out of cover and threw their spears at the convoy. Tartail's sailed through the air and skewered an old man through the back. Loose children darted in all directions, the women attempted to take cover among the carts. Howling with excitement, the Beastmen flung themselves at the refugees, hacking, goring and tearing into them. Tartail plunged under one of the wagons and pulled out a young woman who had been hiding there, tryting to protect her baby. He pulled the bundle from her arms and smashed her head against the iron-rimmed wheel. She collapsed on the ground without a sound.

He unwrapped the bundle curiously, and prodded the baby's soft pink flesh with his finger. It looked up at him and gurgled happily, blissfully unaware of the slaughter going on all around them. He was about to throw the thing away when he noticed the two tiny horns budding from its forehead. 'Gave-child!' he whispered in wonder, gazing into the baby's huge brown eyes. With some difficulty, for he was unaccustomed to gentleness, he replaced its swaddling. Clasping his prize protectively, he trotted off to surrender his precious find to the Caprigor.

MINOTAURS

Minotaurs live in the deepest parts of the forests - the most secluded parts of all, where even Beastmen are afraid to go. They live in warbands led by Minotaur Champions, each of which raids and hunts over a constantly shifting territory, moving from encampment to encampment in pursuit of game animals and enemies. Each warband fights other Minotaur Warbands, or other Chaos Warbands, to further the reputation of its own Champion in the eyes of the Chaos Powers.

As well as forming distinctive Minotaur Warbands, Minotaurs also appear as followers in the warbands of human, Beastmen, and other Champions. Individual Minotaurs, or small groups, readily join the retinues of other Champions of Chaos following the death of their own Champion. Similarly, Minotaur Champions sometimes attract followers from other races, notably from amongst Beastmen. Chaos Warbands tend to be pretty mixed affairs, and the Minotaur Warband is no exception. Because Minotaurs live in the least hospitable parts of the forests they will attract all sorts of unusual followers from among the native inhabitants, including large powerful creatures such as Trolls and Giants.

Minotaurs speak only rarely, although they certainly have the ability to talk. When they do have occasion to, they speak the Dark Tongue with a slow, lowing voice. Minotaurs have an uncanny way of understanding the gestures and expressions of others of their kind, making speech largely unnecessary. Minotaurs only bellow and roar like fighting bulls in the heat of battle. At other times they rely on a sense of innate understanding based on mutual familiarity.

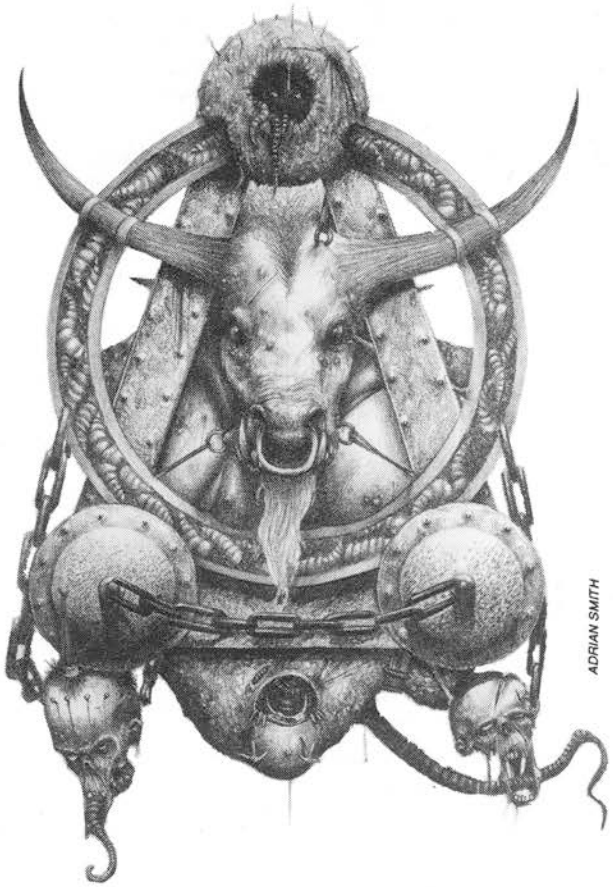
GUARDIANS OF THE CHAOS HEART

Beastmen know Minotaurs as the Guardians of the Chaos Heart - by which they mean the most holy shrines of Chaos. Minotaurs know the secret locations of Chaos Shrines located in the least accessible parts of the forests and mountains. Almost no creatures other than the Minotaurs have ever visited one of these secret places. Even Beastmen, the favoured Children of Chaos, avoid Chaos Shrines unless they are feeling very brave indeed.

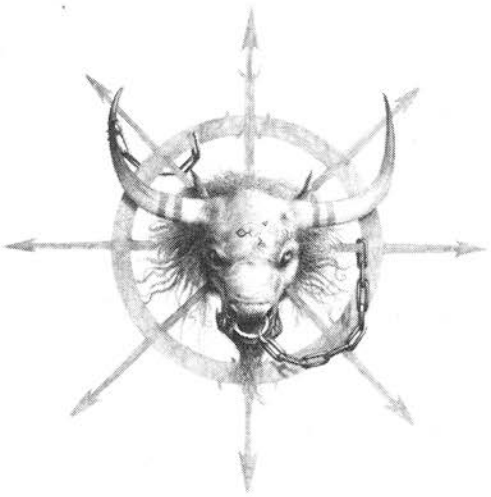
A Chaos Shrine can appear in almost any form, such as a dark temple to Chaos, a huge monolith, a giant cave, or an unnaturally vast and ancient tree. What they have in common is that they are places built upon or around a large fragment of warpstone. Warpstone is the raw matter of Chaos, a black light-absorbing rock that smoulders with magical energy. When the warp gates over the world's poles collapsed thousands of years ago, much of this raw stuff of Chaos was sucked into the material universe. Large pieces of Chaos matter solidified under the pressure of reality and became chunks of warpstone. Chaos is the raw material of magic, so warpstone is a colossally potent source of magical energy and a focal point for Chaos.

Chaos Shrines play a very important part in Minotaur society. A Minotaur can only become a Champion by going to one of the secret places and embracing and lifting the warpstone housed there. The Powers of Chaos and their daemonic minions can communicate through the stone while the Minotaur holds it in his arms. Such close physical contact with warpstone sends fiery spear-pricks of agony through the Minotaur's flesh. This is a test of faith and courage. If the Minotaur fails the test he is instantly turned into a Chaos Spawn as mutations flow over his body and his flesh melts into new and horrible shapes. If he passes the test the Minotaur becomes a Champion of Chaos, the Mark of Chaos is given to him, and contact with the warpstone brands the glowing black rune of his Patron into his skin.

Once a Champion has been accepted, he is expected to protect the Chaos Shrine where he received the Mark of Chaos. Booty captured in battle is brought to the shrine and displayed inside as a testament to his loyalty and achievements. His deeds are portrayed on the inner walls of the shrine and heroically described in Chaos Runes. So long as the Champion lives and protects the shrine he will be its only Champion - the warpstone only glows dully and cannot confer the Mark of Chaos to another would-be Champion.



ADRIAN SMITH



MINOTAURS AND MAGIC

Minotaurs have no Shamans or other Wizards. Warbands can attract Beastman Shamans or Human Wizards as followers, but Minotaurs themselves are only ever warriors. Because of this, Minotaurs are somewhat suspicious of magic and prefer to place their trust in cold steel and brute strength. Minotaur Champions and their followers believe strongly in the power of their own shrine to protect them from the malign influences of harmful sorcery. In this they are quite correct, for the power of warpstone is strong and the bond forged between a Minotaur Champion and Chaos endows the Champion with a certain amount of magical resilience.

MINOTAURS AND BLOOD GREED

Although normally quiet and steady in their movements, battle has a strange and exhilarating effect upon Minotaurs. This is the *blood greed* and it is Chaos' blessing upon the whole Minotaur race. The scent of blood drives them wild and they bellow their anger for all to hear, striking blow after blow against their hapless enemy. Once their foe is defeated they can only slake their thirst by tearing at his raw flesh and gulping down great hunks of pulsating meat. It is this blood greed which makes Minotaurs so dangerous to fight.

MINOTAURS AND THE BOVIGORS

The Beastmen Gors known as Bovigors are very similar to Minotaurs in appearance, although they are of course much smaller. They have the same bovine horns as Minotaurs, and often have the heads of cattle much like Minotaurs. The Bovigors look up to them as big brothers and protectors. A Bovigor will sometimes seek out a Minotaur band and join his retinue. It is quite common for whole groups of Bovigors to do this if their own Champion is slain.

Minotaurs also recognise this kinship between themselves and Bovigors, referring to them affectionately as *little brothers* and *little calves*. Minotaur warbands and warbands led by a Bovigor Champion will rarely fight if they meet by chance, but will hold a truce to discuss their differences, only resorting to combat if no other option presents itself. Minotaurs are more likely to form alliances with Bovigors than with any other kind of Beastmen. Sometimes a Minotaur Champion will even allow a Bovigor to enter his Chaos Shrine and witness for himself the dark glowing warpstone inside.

GAMES RULES FOR MINOTAURS

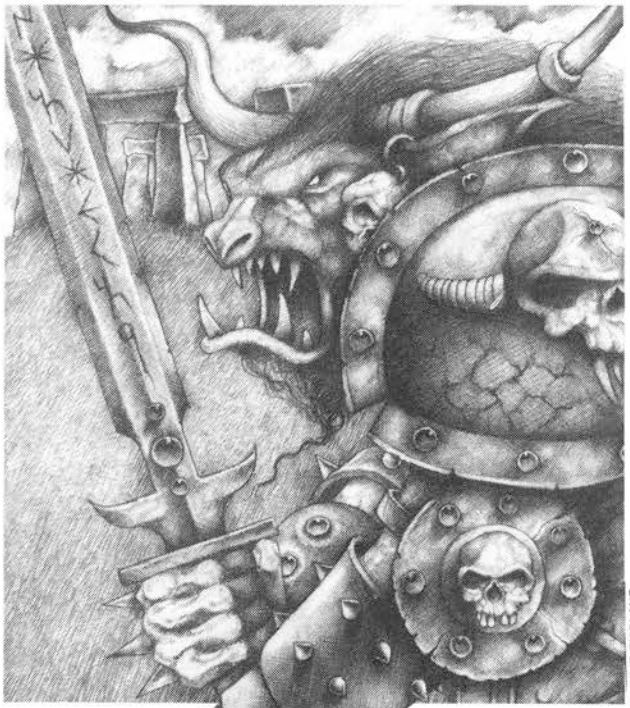
PROFILES

The following profiles give characteristics for Minotaurs and Minotaur Heroes. Points values are included for each. Each level of Hero is also described by his title.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
Minotaur	6	4	3	4	4	3	3	2	9	5	7	6	40
Level 5 Bloodkine	**6**	**5**	**4**	**5**	**4**	**3**	**4**	**3**	**9**	**5**	**7**	**6**	**90**
Level 10 Goremaster	6	6	4	5	5	4	4	4	10+1	5	7	6	140
Level 15 Deathsteer	**6**	**6**	**4**	**5**	**5**	**5**	**5**	**4**	**10+2**	**5**	**8+1**	**7+1**	**190**
Level 20 Doombull	6	7	4	5	5	6	6	5	10+3	5	8+1	7+1	240
Level 25 Minotaur Lord	**6**	**7**	**5**	**5**	**5**	**6**	**6**	**5**	**10+3**	**7+2**	**9+2**	**8+2**	**290**

1. Minotaurs have Chaos Attributes as shown on the chart below. When generating attributes players can give the Minotaur up to the number of attributes indicated. You can always give the creature fewer attributes if you wish.

Minotaur	Chance of Attributes	Number of Attributes
Minotaur	10%	1
5 Hero	15%	1
10 Hero	20%	1
15 Hero	25%	D3
20 Hero	30%	D4
25 Hero	35%	D3+1



WAYNE ENGLAND

2. Minotaurs are large and impressive-looking creatures. While fighting they bellow and roar like deranged bulls, and the sound of them is so terrible that they cause fear in opponents under ten feet tall.

3. Minotaurs are very strong. Any blow struck in hand-to-hand combat is quite likely to penetrate armour. If the enemy has a saving throw due to armour then his armour saving throw is reduced by -1.

4. Minotaurs become enraged and incredibly fierce in battle. They lose their normal self-control and abandon themselves completely to their lust for battle. In this excited condition they tear at the raw flesh of their fallen foes, and will even stop fighting in order to tear the flesh from their enemies and gulp down pieces of raw meat. This is called *blood greed.*

   If a Minotaur's opponents are routed, all Minotaurs engaged in that combat must make a standard psychology test. Roll 2D6 against the unit's cool value: if the dice roll is equal to or less than the unit's cool the test is passed; if the roll is greater than the unit's cool the test is failed. Only one test is taken for *all* the Minotaurs involved in the combat. Minotaurs who fail a blood greed test will not pursue their routing enemy and will not strike a free hack as they run off. Instead, the Minotaurs stop to feed upon their fallen foe as described below. If the test is passed then the Minotaurs are not affected by blood greed and will pursue and strike free hacks as normal.

   Minotaurs who fail their blood greed test remain stationary until the beginning of their next turn when they will take another blood greed test. If this is failed they continue to feed and remain stationary, and test again at the start of their following turn. Once the test has been passed the Minotaurs return to normal. Minotaurs who have failed their blood greed test may do nothing with the following exceptions.

   1. If the unit is shot at or attacked with magic another blood greed test can be taken immediately.

   2. If the unit is charged then blood greed is automatically ended *and* the Minotaurs go into frenzy. Minotaurs get incredibly worked up in blood greed and go into a dangerous frenzy if disturbed whilst feeding.

5. A Minotaur Champion is protected by the special link between himself and Chaos which is forged when he embraces the warpstone. This has the following effects.

   1. If a Minotaur Champion fails a magic saving throw then another attempt can be made. If this is failed then the Minotaur is affected by the spell as normal.

   2. If a Minotaur Champion is wounded then the player rolls a D6 for each wound suffered.

1-4	Wound suffered as normal
5	Wound ignored
6	Wound ignored and the Champion gains an instant Chaos Attribute.

   As the chart shows, a roll of a 6 negates the wound but gives the Minotaur an instant randomly generated Chaos Attribute instead. The attribute forms from the wound itself, healing magically and warping the Minotaur as it does so. This is a mixed blessing... as indeed are most of the favours of Chaos.

Garn roared with anger as he crashed through the forest, his broad minotaur horns smashing the branches aside and scattering leaves in his wake. The Chaos Heart had been defiled! The shrine, *his* shrine which it was his sacred duty to protect, had been desecrated. He cursed himself as a fool to leave the shrine unguarded even for a moment, for allowing himself to be distracted by the Beastmen's feigned retreat.

Overcome with bloodlust, he had gorged himself on the flesh of a weakling he had trampled, unaware that its compatriots were doubling back to renew their attack on the shrine.

Bursting from the cover of the glade's edge he saw that the doors had been broken down and pulled from their hinges. It was only a small shrine, built from blocks of stone now hidden under a dense growth of moss and clinging ivy. Thick, oily smoke billowed from the narrow slit windows high in the walls, tiny wisps of grey seeped through the pitched stone-clad roof. Red anger overcame him, and he charged towards the broken door, bounding up the low steps. He could heard the bestial wail of one of the Beastmen inside, and answered with his own bellowing challenge.

As he burst into the shrine, the Beastman swung round to confront him. Its eyes were panic stricken and its thick tongue hung loose and slavering out of its mouth. The fallen bodies of the other Beastmen lay all around it, some with burnt and blackened fur, others were gashed and bleeding from gaping wounds.

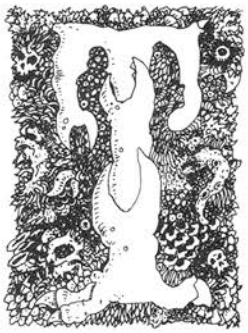
Many of the corpses were still burning, staining the air with a foul-smelling odour of charred fur. Garn the Minotaur, Guardian of the Shrine, caught the Beastman by its wattled throat and crushed it to a pulp. The creature's neck slackened and its horned head lolled over, the creature's eyes frozen in an expression of glassy horror. He released his grip and the Beastman fell heavily onto the floor, its twisted head resting incongruously upon its chest.

Garn peered through the smoke and saw that the sacred images of Chaos stood untouched upon their altar. He could see that some of the other objects were scattered over the floor: the gold mixing bowls, the painted skulls of fallen enemies, the dark knives and golden cups, but these were mere ornaments compared to the sacred images themselves.

The raiders were inexplicably dead and the shrine unharmed. Garn offered a silent prayer of thanks. A low rumbling noise like laughter came from the dark recesses behind the altar. Garn froze with fear. There was a slap and a crack from somewhere near his feet.

He looked down and saw that the head of the Beastman he had just killed had turned to face him. Its eyes were dead and the neck slack and pulped as before, but the creature's jaws worked clumsily round its thick, protruding tongue. From that ruin came the most gentle and seductive voice that Garn had ever heard.

"Aaah, Garn, did you think us so very helpless?" it said. The head dropped lifelessly to the creature's chest and the laughter faded slowly back into the shadows.



THE MINOTAUR WARBAND

Because Minotaurs live in the darker parts of the forests, their warbands often include a relatively high proportion of exotic followers and monsters. Whereas a human Champion's band is likely to include a fair number of humans, and a Beastman Warband is always centred upon Beastmen, a Minotaur Warband can be much more varied.

THE MINOTAUR CHAMPION

A Minotaur Champion is always a fighting warrior. His starter profile is generated from the table below.

D100	Starter Profile	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-50	Minotaur	6	4	3	4	4	3	3	2	9	5	7	6
51-75	Level 5 Hero Bloodkine	6	5	4	5	4	3	4	3	9	5	7	6
76-85	Level 10 Hero Goremaster	6	6	4	5	5	4	4	4	10+1	5	7	6
86-95	Level 15 Hero Deathsteer	6	6	4	5	5	5	5	4	10+2	5	8+1	7
96-99	Level 20 Hero Doombull	6	7	4	5	5	6	6	5	10+3	5	8+1	7
00	Level 25 Hero Minotaur Lord	6	7	5	5	5	6	6	5	10+3	7+2	9+2	7

KEVIN WALKER

ATTRIBUTES

Minotaurs can already have Chaos Attributes when they become Champions. The number of attributes is determined from the following chart.

Minotaur	Chance of Attributes	Number of Attributes
Minotaur	10%	1
5 Hero	15%	1
10 Hero	20%	1
15 Hero	25%	D3
20 Hero	30%	D4
25 Hero	35%	D3+1

MARK OF CHAOS

A new Champion receives the appropriate Mark of Chaos from his chosen Chaos Patron just like any other Champion. In the case of Nurgle this consists of a randomly determined Chaos Attribute plus an increase in toughness of +1. In the case of Tzeentch the Champion receives D3 Chaos Attributes plus a randomly determined magic item. Champions of Khorne receive a suit of Chaos Armour and a Chaos Attribute. Champions of Slaanesh receive a +1 to their will power and a Chaos Attribute.

FOLLOWERS

A Minotaur Champion is the figurehead for his warband of loyal followers. In the same way he is also the figurehead and protector of the Chaos Shrine where he received his Mark of Chaos and where he returns with trophies of victory. Minotaur society is thus drawn into a natural organisation of warbands each of which is based around a secret place of Chaos.

Should a Champion be destroyed or pass on to daemonhood, then his followers will disperse to other warbands or, more likely, one of their number will put his own courage to the test and become a Champion. To determine how many followers the Champion has to begin with, roll a D6 and consult the chart below. This shows how many times the player can roll on the *Minotaur Followers Table*. Thereafter, a Minotaur Champion rolls once on the chart below every time he is rewarded by his Patron.

D6	Rolls on the Minotaur Followers Table
1-2	1
3-4	2
5	3
6	4

MINOTAUR FOLLOWERS TABLE

01-10

D6 BEASTMEN OF THE CHAMPION'S PATRON

Beastmen of the Champion's Patron are drawn to the service of the Champion by the providence of Chaos and the will of their mutual master.

If the Champion has no single Patron then the Beastmen are of standard type. Some carry shields, some wear light armour, a few combine both, others have none, giving an average D6 saving throw of 6. They brandish axes, swords, clubs and other hand weapons. If forming a new unit in the warband the Beastmen may automatically have a standard and a warhorn or drum.

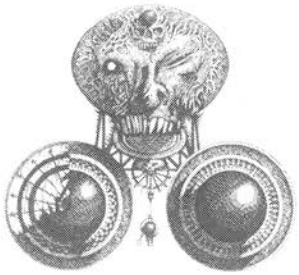
11-20

D6 BEASTMEN

Beastmen flock to the Champion's entourage, attracted by tales of his growing fame and portents of future success.

The Beastmen are of standard type. Some carry shields, some wear light armour, a few combine both, others have none, giving an average D6 saving throw of 6. They brandish axes, swords, clubs and other hand weapons. If forming a new unit in the warband the Beastmen may automatically have a standard and a warhorn or drum.

ANDY CURRIE



21-25

BEASTMAN HERO

A renowned Beastman joins your ranks. If your Champion follows a particular Patron there is a 50% chance the Hero is a Beastman of that Patron. Otherwise the Hero is an ordinary type of Beastman. Roll a D10 to determine how powerful he is.

D10	Hero	Chance of Attributes	Number of Attributes	Chance of Beastmen Followers	Number of Beastmen Followers
1-4	5 Hero	65%	D4	25%	D3
5-6	10 Hero	85%	D6	35%	D4
7-8	15 Hero	Always	D6+1	50%	D6
9	20 Hero	Always	D6+2	75%	2D4
10	25 Hero	Always	D6+3	95%	2D6

Beastmen Heroes have standard profiles for their type, plus the attributes indicated. They wear heavy armour, or light armour and a shield, giving a D6 saving throw of 5 or 6. They carry either a hand weapon or a double-handed sword or axe, the player can decide which.

A Hero's followers will be Beastmen appropriate to his own allegiance. If he is a Beastman of one of the Powers then his followers are too. If forming a new unit in the warband the Beastmen may automatically have a standard and a warhorn or drum.

26-30

BEASTMEN SHAMAN

If your warband does not include any kind of Wizard, a Beastman Shaman joins you. If your warband already contains any kind of Wizard, including human or other Wizards, it cannot be joined by a Beastman Shaman - in which case no other followers join your band and the roll is wasted.

Roll a D10 to determine how powerful the Shaman is.

D10	Shaman	Chance of Attributes	Number of Attributes
1-4	5 Shaman	85%	D4
5-6	10 Shaman	Always	D6
7-8	15 Shaman	Always	D6+1
9	20 Shaman	Always	D6+2
10	25 Shaman	Always	D6+3

Shamans have standard profiles for their type. They do not wear armour although they do carry a sword or other hand weapon. The Shaman has a 75% chance of having a randomly generated magic item.

If your Champion has a Patron Power the Shaman also follows that Power and his spells will include those of his Patron. If your Champion follows no specific Patron then the Shaman is especially favoured by two Chaos Powers. A Shaman's spells can include those of the Powers which favour him if the player wishes. Roll 2D10 to determine which Powers favour the Shaman. If the result is Khorne then the Shaman loses 1 spell from his total - Khorne hates magic even among those who otherwise please him.

D10	Chaos Power
1	Khorne
2-4	Slaanesh
5-7	Nurgle
8-0	Tzeentch

31-35
D4 CENTAURS

Your Champion is joined by a group of Centaurs. If there are 4 then they are led by either a Hero (01-75%) or a Wizard (76-00%). Generate Heroes and Wizards as follows.

D10	Level	Heroes	Wizards	No. of Attributes
1-4	Level 5	Hoarhoof	Fetlock	D4
5-6	Level 10	Tairgirth	Witherstock	D3+1
7-8	Level 15	Warmain	Grimdock	D4+1
9	Level 20	Steedmaster	Skylock	D6+1
10	Level 25	Stallion Lord	Sky Lord	D6+2

All Centaurs have standard profiles for their type. Ordinary Centaurs have a 50% chance of having D3 Chaos Attributes. Roll a D6 for each to determine their weapons.

D6	Weapons Carried
1	Hand weapons
2	Spear
3	Lance
4	Double-handed sword or axe
5	Bow
6	Bow & lance

36-40
D3 DRAGON OGRES

D3 Dragon Ogres have heard of your Champion's fame and wish to serve in his warband.

There is a 10% chance that one of the Dragon Ogres will be a Hero of his kind. If so, determine his level from he following chart.

D10	Hero	Number of Attributes
1-4	5 Hero	D3
5-6	10 Hero	D4
7-8	15 Hero	D3+1
9	20 Hero	D4+1
10	25 Hero	D6+1

Dragon Ogres have standard profiles for their type. Ordinary Dragon Ogres have a 25% chance of having D2 Chaos Attributes. They wear light armour and carry an axe or other hand weapon.

41-80
D6 MINOTAURS

The Champion is joined by a band of D6 Minotaurs. There is a 25% chance that one of the Minotaurs is a Hero. If so, determine his level and Chaos Attributes from the following chart.

D10	Hero	Chance of Attributes	Number of Attributes
1-4	5 Hero	15%	1
5-6	10 Hero	20%	1
7-8	15 Hero	25%	D3
9	20 Hero	30%	D4
10	25 Hero	35%	D3+1

Minotaurs have standard profiles for their type. They are armed with a mixture of axes and large unwieldy clubs. Minotaur Heroes wear light armour.

81-90
OTHER FOLLOWERS

Roll on the main *Retinue Table* as for human and other Champions of Chaos.

91-00
MONSTERS

The warband is joined by a relatively exotic creature or by an unusual group of creatures. Because Minotaurs live in the most secluded parts of the forests and mountains of the Old World they are more likely to encounter such creatures than other Champions.

D100	
01-04	Chimera
05-08	Cockatrice
09-11	Dragon
12-15	Eagle
16-20	Giant
21-23	Gorgon
24-27	Griffin
28-31	Hippogriff
32-35	Hydra
36-39	Jabberwock
40-43	Manticore
44-48	Giant Spider
49-52	Giant Scorpion
53-55	Treeman
56-59	Wyvern
60-63	Chaos Hounds
64-68	D6 Giant Rats
69-73	D6 Skeletons plus an Undead Champion
74-78	D4 Snotling bases
79-83	Warhounds
84-88	D4 Ogres
89-92	D6 Fimir
93-97	D4 Zombies plus an Undead Champion
98-00	Roll twice on this chart

'Sire, we're now half a day's ride from border.'

Hearing his servant, the duke raised his hand, and the hunting party brought their sweating horses to a halt.

'You were brought up in this forest, weren't you?' the duke asked his tracker.

'Yes, sire,' replied the man. 'My father and I used to spend weeks hunting round here. That must have been - twenty years ago now. The forest was different then, more... normal. No ordinary trappers would dare risk this place now.'

The duke swung off his horse and stared ahead into the trees. Before them, the ground rose sharply. The great deciduous trees were starting to thin out, giving way to the conifers and shrubs of the mountains.

'If the dogs can still follow the scent we'll ride for another hour, and if we haven't caught up with him by then, we'll turn home,' he declared. 'We can't risk spending the night here, it's too dangerous.'

The tracker held the duke's stirrup while he mounted, then the hunting party spurred their tired horses up the rocky slope, the dogs baying before them.

* * * * *

Mund the minotaur stumbled to a halt and leant over, trying to catch his breath. The duke's men had been chasing him for three days now, and while they'd been able to commandeer fresh horses, he'd had to rely on his stamina. He was very tired now, coming to the end of his strength.

He'd headed into the mountains, hoping that the winding, stony trails would slow down the horses. The influence of chaos was stronger there - if they persevered, the hunters could well become the hunted.

Then he heard the dogs. He hadn't thought the duke would risk coming so far. There was no alternative but to continue. If he left the path, they would have to dismount and go on foot. He worked his way up the stony slope, grabbing onto bushes to keep his balance.

He finally hauled himself to the top of the slope and spent a few minutes simply lying on the ground, panting. The steep climb had taken a lot out of him, and he realised, with sure fatalism, that he no longer had the strength to run.

Standing up, he found himself at the top of a vertiginous cliff. Far beneath him lay a great round lake, sparkling green in the cold afternoon sun. The cliff edge was flat, there was nowhere he could make a stand. He bent down and picked up a rock and waited for the dogs to come.

* * * * *

The duke's men toiled up the slope on foot after the minotaur. The dogs were barking more and more, a sure sign they had nearly run down their quarry. The handlers released them, and they eagerly raced ahead, leaping and weaving round the stones and bushes. The first to reach the top of the slope, a huge black-spotted bitch, saw the waiting minotaur and charged him. She was not quick enough. The minotaur hurled the rock with unnerring accuracy and smashed her skull. The bitch was dead as she fell to the ground. The remaining dogs cautiously spread out to surround the minotaur, and started closing on him.

The hunting party breasted the slope to find the minotaur silhouetted on the cliff top against the pale yellow sky. Dead and dying dogs lay heaped around him. Minotaur blood seeped from his wounds, and dog's blood dripped from his horns. The duke drew his sword, the men drew their bows, and they advanced.

The minotaur backed right up to the edge of the cliff, till he could feel the emptiness beneath him. Giving a great bellow of despair and rage, he flung himself out into the air. The men raced forward to the cliff and watched the black speck of the minotaur's body spiralling downwards, until it finally met the water, and disappeared in a tiny flash of white.

* * * * *

Water, blackness, green, then the swathe of unconsciousness. Strange voices swam by his head, then darted away. They were speaking to him, but he couldn't understand what they were saying. Images brushed the edge of his understanding: he saw a glowing black stone, a curtain of water...

When Mund opened his eyes the first thing he saw was the cliff towering above him, it seemed impossibly high. His body was cold and wet, and ached from the pain of many wounds, fresh and old.

The green lake stretched out in front of him, little ruffles of movement occasionally disturbing its glassy surface. To his right, it spread out and became lost in trees. To his left the water butted against a rock face, where a tall waterfall spewed its waters into the lake. The rushing whiteness of the waterfall pulled at something in his memory.

Curious, he wandered along the shore of the lake until he came to the rock face. There was no obvious way to traverse it, and the overhang made it too difficult to approach from above. That gave him no option but to swim. He lowered himself carefully into the ice-cold water, and waded over the slippery lake bottom to the wall. Holding onto the rock face with one hand, he started to pull himself through the water to the waterfall.

He had to swim under the waterfall itself, and emerged coughing and spluttering on the other side. He found himself in a small round cave, dimly lit by light filtering through the waterfall. In the centre of the cave lay a round stone, glowing with darkness. It seemed to be calling to him. He grasped the stone firmly in his massive arms, and lifted it up.

Waves of heat and cold flowed down his arms, his body and his legs, followed by pinprick flashes of pain. White sound reverberated through his brain, exploded out of his ears, his nose, his mouth. He shook his head from side to side in agony, and tried to drop the stone, but couldn't.

'Mund, Mund!' cried the white noise in his head, the sound blowing his mind apart. 'You lack the courage, Mund, you lack the faith! We must find another Champion!'

The stone wrenched itself from his arms and thudded onto the wet sand. Mund clasped his hands over his head as ripples of change swept over his body. His bones grew, pulling out into new shapes, bending, twisting, muscles and tendons stretching with them. Where his skin couldn't accommodate his altered shape, it tore apart. New limbs sprouted from his chest, and he fell to the floor, unable to balance on two legs any more. The sight and pain of his writhing body was far worse than the agony of the stone.

The chaos pain seared all intelligence and reason from his mind, and he became a beast in form as well as spirit. Mund the Chaos Spawn raised his head and howled with horror and despair.

LINDSEY D LE DOUX PATON

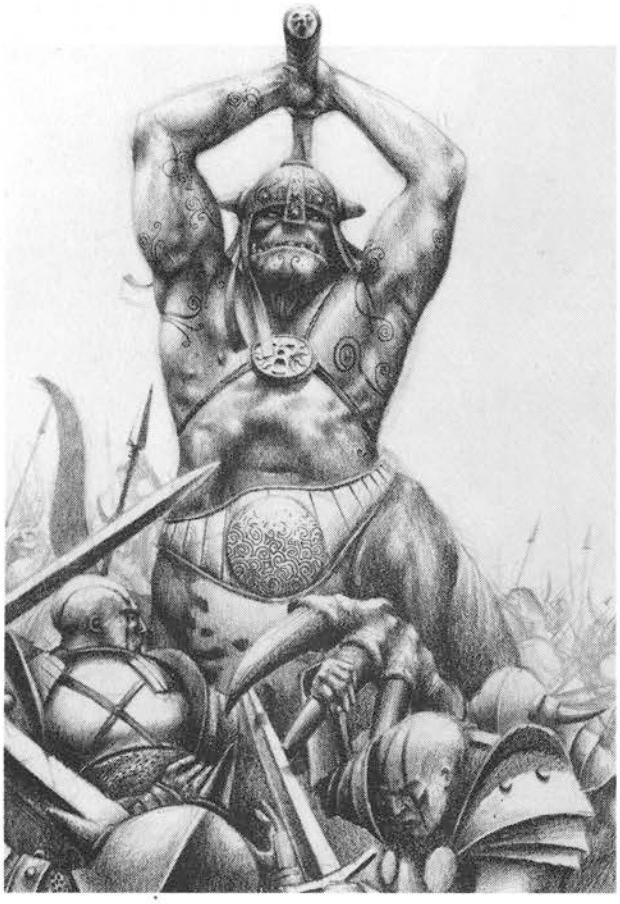
ADRIAN SMITH

DRAGON OGRES

When forks of lightning sunder the night sky and the roar of thunder sends children running to their parents in terror, the people of Kislev say that the Dragon Ogres are fighting each other on the peaks of the Worlds Edge Mountains. A traveller, a mule skinner, or miner huddled in a cave to shelter from mountain storms might see the battling Shaggoths and Sharunocks, as the oldest Dragon Ogres are called, silhouetted against the night sky by lightning-flashes. When the lightning falls in the night, as the tales proclaim, the Dragon Ogres are wakened from their death-like slumbers. As they stir they bellow with the thunder rolls and emerge to fight each other for the chance to become a Champion of Chaos.

If they manage to survive a violent death in battle, Dragon Ogres live practically forever. However, they spend most of their lives sleeping. When the summer days grow longer and the sun burns mercilessly from dawn to dusk, any Dragon Ogres that are still awake become slothful and drowsy. Many seek out a cool dark cave and begin a sleep that may not end for hundreds or even thousands of years. The older and bigger the Dragon Ogre is the longer he will sleep, and the longer he sleeps the less likely he is to wake up.

On cold winter nights, terrific storms assail the mountains in the north of the Old World. The sleeping Dragon Ogres stir when their slow dreaming minds hear the thunder claps. The more fearsome and violent the storm, the more Dragon Ogres wake. The oldest and most powerful Dragon Ogres, called Shaggoths, can only be wakened by the sort of storm that happens once in a hundred years. As lightning bolts rain down upon the mountain peaks and split them apart, the waking Dragon Ogres rouse themselves and make for the highest peaks. As they meet others of their kind they fight each other for the right to stand on the very pinnacle of the mountain tip. Depending on the power of the storm there will be more or less Dragon Ogres involved in the battle. The Dragon Ogres look forward to a time when the world ends amid lightning and thunder more awesome than any seen before, when the entire Dragon Ogre race will wake, when even dead Dragon Ogres will rise from their graves, and the great Sire of all Dragon Ogres, Krakanrok the Black, will emerge from his ten thousand year slumber.



ADRIAN SMITH

THE DRAGON OGRE CHAMPION

Dragon Ogres fight amid the mountain storms for a very good reason. When a single undisputed Dragon Ogre stands alone on the peak, his rivals dead or forced to acknowledge his supremacy, then the Chaos Powers select their Champions from among the Dragon Ogre kind.

If the Champion has fought well and pleased the Chaos Powers, then a mighty crack of lightning descends from the heavens and strikes the chosen Dragon Ogre. The energy of the blast knocks the new Champion unconscious. The beaten Dragon Ogres then carry him down from the mountains and become the first followers in his warband.

THE DRAGON OGRE WARBAND

Once a Dragon Ogre Warband has been formed, the Champion leads his fellows into the forests and lowlands and away from the craggy mountains. Once they have left their mountain homes the warband moves away from other Dragon Ogres. As a result, Dragon Ogre Warbands soon pick up followers from among other races. Once a Champion has either died, become a Spawn, or achieved daemonhood, the remaining Dragon Ogres will either join with the warbands of other Champions (including those of Beastmen, human and other races) or make their way back to their mountain caves where they resume their solitary slumbers. In this way the Dragon Ogre's warband consists of a core of Dragon Ogres plus other followers who may be human, Beastmen, or from other races. As the Champion fights more battles his core of Dragon Ogres will probably shrink, but new followers will join him increasing his retinue with other races.

GAME RULES FOR DRAGON OGRES

PROFILES

The following profiles gives characteristics for Dragon Ogres and Dragon Ogre Heroes. Points values are included for each. Each level of Hero is also described by his title.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	PV
Dragon Ogre	6	4	2	5	5	4	2	3	7	4	7	7	85
Level 5 Shartak	**6**	**5**	**3**	**6**	**5**	**4**	**3**	**4**	**7**	**4**	**7**	**7**	**135**
Level 10 Garthor	6	6	3	6	6	5	3	5	8+1	4	7	7	185
Level 15 Darkoth	**6**	**7**	**3**	**6**	**6**	**6**	**4**	**5**	**9+2**	**4**	**8+1**	**8+1**	**235**
Level 20 Sharunock	6	7	3	6	6	7	5	6	10+3	4	8+1	8+1	285
Level 25 Shaggoth	**6**	**7**	**4**	**6**	**6**	**7**	**5**	**6**	**10+3**	**6+2**	**9+3**	**9+3**	**335**

1. Dragon Ogres are very strong and any blow they strike in hand-to-hand combat is quite likely to penetrate armour. If the enemy has a saving throw due to armour then his armour saving throw is reduced by -1.

2. Dragon Ogres have Chaos Attributes as shown on the chart below. A Dragon Ogre can have up to the number of attributes indicated, and can always have less if the player prefers.

Dragon Ogre	Chance of Attributes	Number of Attributes
Dragon Ogre	25%	D2
5 Hero	**Always**	**D3**
10 Hero	Always	D4
15 Hero	**Always**	**D3+1**
20 Hero	Always	D4+1
25 Hero	**Always**	**D6+1**

3. Dragon Ogres are large and awesome creatures. They cause fear in opponents under ten feet tall.

4. Dragon Ogres have the number of attacks indicated on their profile. These may be taken as weapon attacks using whatever weapons they carry, or as stomps which are a combination of trampling, punching, butting and so on.

5. Dragon Ogres cannot be affected by a Lightning Bolt spell or a lightning bolt from an Icon of Divine Wrath (as described in *Warhammer Armies*). If a lightning bolt is cast against a Dragon Ogre he is not only unharmed, but will become frenzied on the D6 roll of a 4, 5 or 6. If not already within charge distance of an enemy model the Dragon Ogre will move at charge rate towards the nearest enemy target and engage it in combat as soon as he can. Once the affected Dragon Ogre is engaged in combat the normal frenzy rules apply.

PAUL CAMPBELL

THE DRAGON OGRE WARBAND

When a Dragon Ogre becomes a Champion of Chaos, all the other surviving Dragon Ogres he has defeated become his followers. Their loyalty is unquestioning, for they have been chosen by the Chaos Powers to serve their Champion just as the Champion has been chosen to serve the Power himself. However, there is no more chance of their new followers being Dragon Ogres than the followers of human or other Champions.

THE DRAGON OGRE CHAMPION

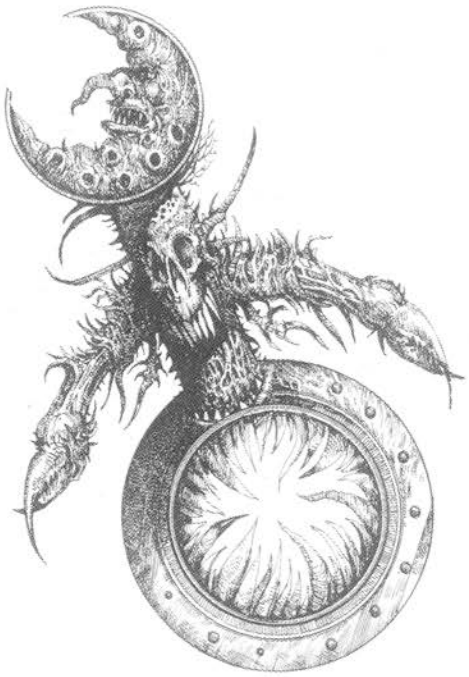
A Dragon Ogre Champion is always a fighting warrior, and there are no Dragon Ogre Wizards. His starter profile is generated from the table below.

D100	Starter Profile	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-50	Dragon Ogre	6	4	2	5	5	4	2	3	7	4	7	7
51-75	Level 5	6	5	3	6	5	4	3	4	7	4	7	7
76-85	Level 10	6	6	3	6	6	5	3	5	8+1	4	7	7
86-95	Level 15	6	7	3	6	6	6	4	5	9+2	4	8+1	8+1
96-99	Level 20	6	7	3	6	6	7	5	6	10+3	4	8+1	8+1
00	Level 25	6	7	4	6	6	7	5	6	10+3	6+2	9+3	9+3

CHAOS ATTRIBUTES

Dragon Ogres may already have Chaos Attributes when they become Champions. The number of Attributes is determined from the following chart.

Dragon-Ogre	Chance of Attributes	Number of Attributes
Dragon Ogre	25%	D2
5 Hero	Always	D3
10 Hero	Always	D4
15 Hero	Always	D3+1
20 Hero	Always	D4+1
25 Hero	Always	D6+1



MARK OF CHAOS

A new Champion receives the appropriate Mark of Chaos from his chosen Patron just like any other Champion. In the case of Nurgle this consists of a randomly determined Chaos Attribute plus an increase in toughness of +1. In the case of Tzeentch the Champion receives D3 Attributes plus one randomly determined magic item.

INITIAL FOLLOWERS

The Dragon Ogre's initial followers comprise his defeated rivals. His warband may include a Dragon Ogre of equal, or if he is very lucky, superior level. However, rivals of equal and superior status are more likely to have fought to the death, so the majority of the Warband will be made up of ordinary Dragon Ogres. Roll a D6 to determine initial followers.

D6	Result
1	D3 Dragon Ogres
2	D4 Dragon Ogres
3	D3+1 Dragon Ogres
4	D4+1 Dragon Ogres
5	D6+1 Dragon Ogres
6	D6+1 Dragon Ogres including a randomly determined Dragon Ogre Hero, no more than 1 level higher than the Champion.

FURTHER FOLLOWERS

Further rolls for followers can be made using either the Beastmen Followers Chart or the Minotaur Followers Chart, the player has the choice of rolling on either. Dragon Ogres are large and powerful enough to move safely among the most dangerous parts of the Chaos-dominated forests and wildernesses, and can attract all manner of exotic creatures to their warbands.

ADRIAN SMITH

STEPHEN TAPPIN

UNDEAD CHAMPIONS OF CHAOS

For a Champion of Chaos, death is not necessarily the final and irreversible event that it is for other mortals. Even the dead Champion of Chaos belongs to his Patron, and Chaos is not always content to let its servants rest in peace. Champions of Chaos who die may be brought back as Undead Champions. Undead Champions continue to serve as part of their own warband under the command of its new Champion. Undead Champions can also serve in the armies of Chaos as described in the Army Lists.

BECOMING AN UNDEAD CHAMPION

A Champion of Chaos can suffer one of three fates: he can become a Daemon Prince, he can turn into a Chaos Spawn, or he can be killed. Most Champions degenerate into Chaos Spawn before they get a chance to die, and only a very few will achieve daemonhood. Those who are killed may become Undead Champions. Of course, just because a Champion is apparently slain during a game doesn't necessarily mean that he is dead. It is most likely that the Champion is merely wounded as determined using the Casualty Recovery Table. However, if the Champion is unlucky enough to die as a result of his injuries, then it is appropriate to ascertain his fate.

Roll a D100. The score represents the chance of the Champion's Patron wishing to prolong his service in undead form. If the Champion has no Patron, ie if he is a servant of the Undivided Glory of Chaos, then deduct -10 from the dice score. Now roll another D100. If the score of the second D100 is equal to or less than the score of the first, then the Champion is not permitted to rest and is resurrected as an Undead Champion of Chaos.

The new day revealed the walls of Praag standing defiantly against the invader. From an engine platform on the outer palisade wall of the siege lines a lone Warrior of Chaos watched the dawn rise behind the city. He stood quite motionless and utterly exposed, heedless of any bowfire from the walls above, apparently uncaring as to who might see him. Behind the palisade and hidden from the view of the city walls a small group of Chaos Warriors gathered together. As one their attentions were fixed upon the tall warrior on the palisade. Even when they whispered to each other they did not turn their eyes from the strange macabre figure silhouetted against the dawn.

'Why does the Undead Champion watch the dawn,' whispered one of the group.

'Who knows what he wants,' said another, a Champion of Tzentch whose eyes bulged hugely and touched in the middle of his brow, 'who can say what thoughts fill the minds of the Undead.'

The Undead Champion was as still and as silent as a statue. The sun's rays glistened upon magnificent armour of iron plates bound with brass. In places the brass was green and tarnished, but for the most part it gleamed like new, and even the cloth trappings that bound his scabbard and which hung about him seemed only slightly decayed.

'I know,' a third Champion spoke softly. 'He is waiting for Praag to join him in death. When he was alive he loved the city where he was born. Of course he could never go back there as a servant of Chaos. You see, before I became a Champion he was my master and I fought in his warband. He senses the death of the place and, perhaps, peace at last.'

THE UNDEAD CHAMPION

The fallen body of the Champion rises as an Undead Champion. Initially his appearance will be little different to that of his living form. The Undead Champion is recogniseable as such only by his deathly pallor and slightly ungainly way of moving. As time goes on the Undead Champion starts to decay. His flesh peels away, exposing his putrifying innards and gleaming bones. Eventually the Champion is reduced to a complete skeleton. Undead Champions do not have the intellect or even the sense of identity that they had when alive. Perhaps a remnant of their former identity haunts their eyes, but they are really little more than automatons.

1. The Undead Champion retains all of his Chaos Rewards, whether they are Gifts or Chaos Attributes. However, he will gain no further rewards - his journey along the chaos path is over! The model's profile is modified to reflect the loss of the Champion's higher mental functions. Roll a D6 for each characteristic on the Champion's profile:

D6 Score	Reduce Characteristic
1, 2, 3	Reduce the characteristic by 1
4, 5, 6	Reduce the characteristic by 2

   Do not reduce the Champion's wounds to less than 1, or allow any of his other characteristics to fall below 0. If he has 0 move then he may not move on his own, although he may be carried by (or mounted on) another creature. If the Undead Champion has 0 initiative, weapon skill, or attacks, then he may not attack. With 0 bow skill he cannot use missile weapons. If strength is 0 the blows he strikes will have no effect unless he has a Chaos or Daemon weapon with its own magical effect. If his toughness is 0 then all hits upon him automatically cause damage.

2. If the Champion was a wizard then his magical powers, spells and magic level are all lost. This includes Champions who have been given wizards' powers as a reward - for example because of *The Eye of God* result on the Rewards Table or the *Magician* result on the Chaos Attribute Table.

3. The Undead Champion retains all of his Chaos Rewards, both Gifts and Attributes. The exception is a reward which turns the Champion into a wizard as described above.

4. Undead Champions are immune to all psychological effects including fear, hatred, frenzy, panic, and stupidity.

5. Undead Champions cannot be routed. They do not have to take rout tests. An Undead Champion may choose to stand and fight in hand-to-hand combat even if the unit he is with is routed.

6. Undead Champions cause fear in living creatures.

7. Undead Champions of Chaos are not subject to instability as are many of the Undead. Furthermore, if the Undead Champion is with a unit of Undead, then the whole unit is not affected by instability.

8. Undead Champions may lead and control friendly units of Skeletons, Zombies or other friendly undead. Many types of undead must be controlled in this way if they are to fight effectively.

THE ROLE OF THE UNDEAD CHAMPION

The Undead Champion is resurrected so that he can continue to serve chaos. He can do this by continuing to fight in his warband under the command of its new Champion, or he can fight in the units of undead whicht fight in the Chaos Wastes. In either case the player is advised to draw up a file card for each particular Undead Champion, writing his name and profile on the card together with his rewards and details of weapons and armour. The file card will provide a useful reference as well as a record of each former Champion's fate. As Champions are killed and become Undead, the growing number of file carsd will form an invaluable aid when it comes to recruiting Undead Champions for your Chaos Armies.

SERVING IN THE WARBAND

After the death of a warband's Champion, the player may decide to elect one of its members as a new Champion and continue to fight with the same Chaos Warband, having the newly created Undeda Champion as one of the followers. Alternatively, he may decide to abandon the warband and start again from scratch with a new randomly generated Champion.

'Marcus!' she cried, her voice shrill with terror. 'There's someone climbing up the wall!'

He wiped the sweat from his brow with the back of his sleeve and ran over to the window. Last night, when the fireball had torn through the wall, soldiers had rushed to erect a hasty barricade of planks over the blackened gap. They'd told the two children to leave, to seek refuge in one of the temples, then they'd been summoned away to attend to another potential weak spot in the city wall.

But Marcus and his sister Andrea had nowhere else to go. Their parents were killed when the shrine they were praying in collapsed and buried the entire congregation. So much for religion, they weren't going to seek refuge there. All they possessed, mostly memories, now that Praag was half in ruins and there was little food and water left to anyone, was here in this house.

They ventured outside only when they had to, searching for provisions. Since the bottom floor had been blocked in by a fallen roof, the building had been largely ignored by looters. And in any case, what good were jewels or furs to men dying from starvation or thirst?

He put his ear to the barricade and listened. Andrea had keener hearing than he, but if he concentrated hard, he could hear something. A relentess scratching, creaking noise. A noise coming ever closer.

'Quick, we've got to go. Now, Andrea.' He grabbed her roughly by the arm and they fled through the door, down the corridor. As they reached the top of the stairs there was a sudden crash of splintering wood from the room behind. Startled, Marcus stumbled in the darkness and tumbled down the steps.

'Marcus! Where are you?' yelled Andrea, groping for her brother. Her hands finally collided with the hand-rail and she clambered sobbing down the stairs. Above her, cold, heavy footsteps echoed across the wooden floorboards.

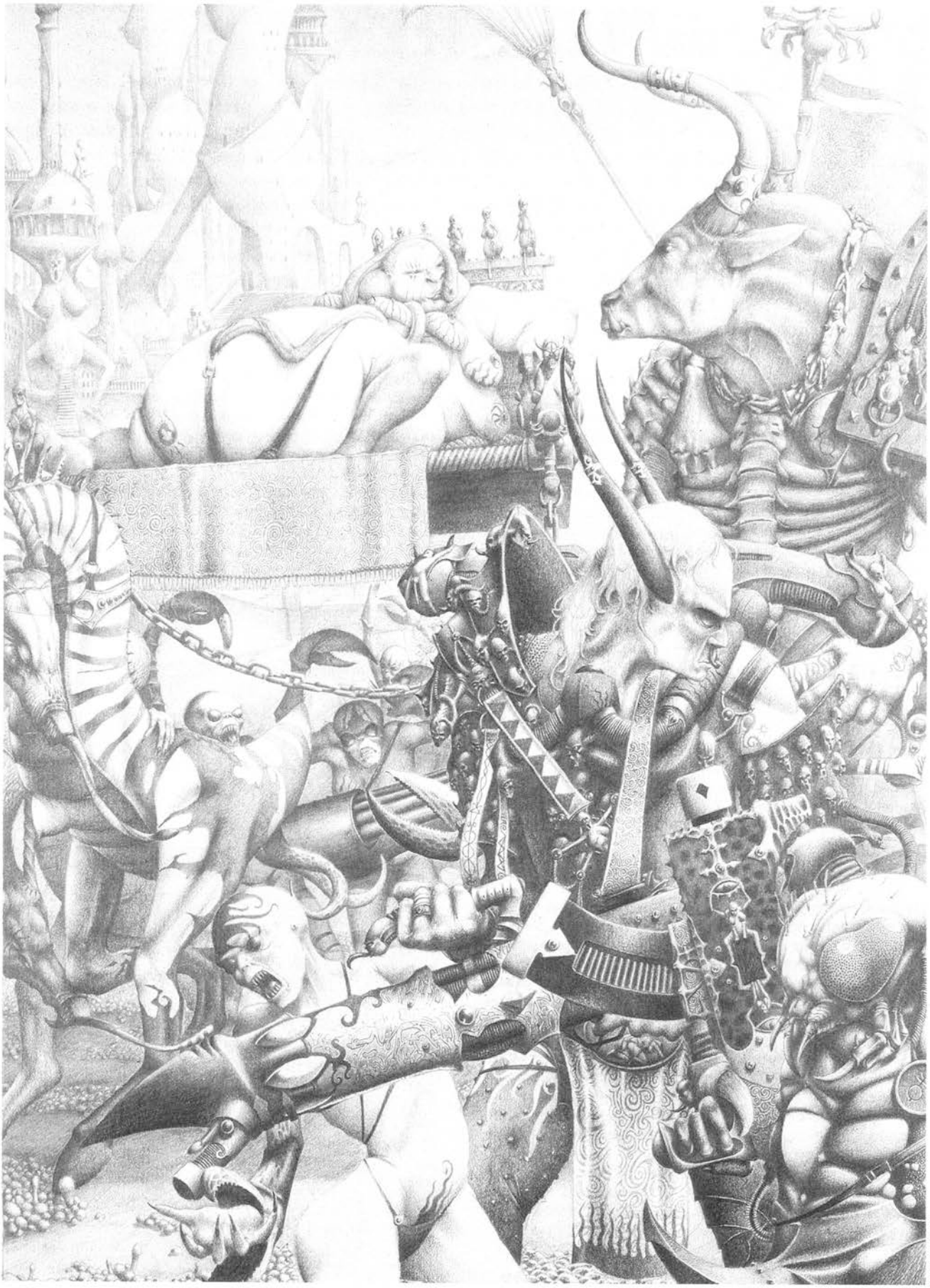
When she reached the bottom, she called out for Marcus, but there was no answer. When her questing foot struck his still body, she knelt down and felt for a pulse. She didn't think he was dead, but she couldn't rouse him. As the heavy-footed intruder started down the steps, she desperately slapped and shook her brother, to no avail. She wanted to run away, to hide, but she couldn't leave her brother. They were too close, and he was her eyes.

Her chest clenched with fear, she climbed to her feet and stood defensively before Marcus' prone form. She heard the armed feet descending the stairs, cross the landing, and stop in front of her.

Nothing happened. Andrea's legs were trembling with terror. If you're going to kill me, she pleaded silently, please make it quick. Why didn't it speak?

Finally, unable to endure the tension any longer, she reached out. Her hand met armour, a breastplate, intricately chased with swirling designs. Why would he let such fine armour become so rusty, she asked herself. The thing stood so still it could have been a statue, she could sense no heart beat, no breathing - no life. Suddenly, an ice-cold hand grasped her wrist, and she let out a yelp of terror. Garbled, glottal sounds came from her captor's throat. Andrea guessed it was trying to communicate with her, but she couldn't understand what it was trying to say. She tried to twist away, but it held her in a vice-like grip. With her free hand, she tore at its cold fingers, and retched as gobbets of flesh came away in her grasp. Icy realisation hit her as she struggled frantically to escape. It's dead! It can't speak because it's dead! Hysterical tears rolled down her cheeks, she was laughing and crying at the same time. A dead man who can't talk and a blind girl who can't see, what a hilarious joke.

She was still laughing on the landing when the Undead Champion smashed its way out through the rubble of the ground floor onto the streets of Praag.



ADRIAN SMITH

THE EYE OF TERROR

The region of space known as the Eye of Terror lies on the edge of the galaxy to the north and west of Earth. It can be plainly seen as a swirl of stars in the form of a vast unblinking eye spanning over ten thousand light years of space. The Eye of Terror is the largest known zone of warp/real-space overlap. There are many other such zones scattered throughout the galaxy, but they are much smaller and much less significant. At the centre of the Eye of Terror is a hole in the fabric of space like a puncture in the skin of a balloon. The raw energy of Chaos pours through this hole and mixes with the material universe. As a result of this intermixture, the Eye of Terror is not wholly subject to the laws of time or space. Its boundaries effectively mark an end to normal habitable space.

There are stars and worlds within the Eye of Terror, but they are unlike the familiar stars, solar systems, and planets that populate the rest of the galaxy. Each world is a self-contained manifestation of a unique nightmarish sub-reality, a vision of hell formed without regard for the logic of either astrophysics or nature. The energy of the warp saturates these places and sustains a cosmology based on the inhuman perceptions of the Powers of Chaos. Thus there are worlds which are flat like dinner plates, worlds surrounded by circling fireballs which provide light and warmth, and tiered worlds like gigantic wedding cakes rising step-by-step on supporting pillars. No-one can say exactly how many of these realities exist inside the Eye of Terror. There must be many thousands if not tens of thousands. Indeed, their number and even their very form are probably inconstant and unpredictable.

Because the Eye of Terror is so steeped in chaotic energy it is not as inhospitable to the daemons of chaos as normal space. This is not to say that daemons can live or move completely freely within the Eye of Terror, but their conjuration is vastly easier and their power is correspondingly greater than it would be elsewhere in the galaxy. The centre of the Eye of Terror is more hospitable to daemons than the fringes as it is more highly saturated with chaos energy. The worlds which lie closest to the centre of the Eye are called the Daemon Worlds.

DAEMON WORLDS

On the Daemon Worlds Chaos reigns triumphant! A daemon can move unhindered from the warp to one of the Daemon Worlds. The Chaos Powers regard these worlds as provinces of Chaos in the galaxy of matter - material colonies of their immaterial empires. The four Great Powers continuously compete to possess the Daemon Worlds. Armies of daemons and their living allies fight huge and bloody battles to determine which of the Chaos Powers will possess them. These battles often last for hundreds of years, so that the entire world becomes little more than a gigantic arena where the opposing forces are pitched against each other. The Chaos Powers do not, of course, appear in person to lead their armies - they are spectators to events not participants. Their generals are Greater Daemons and favoured Daemon Princes who, because they were once alive, understand the nature of both the material universe and the immaterial Realm of Chaos. Once a Daemon Prince has conquered a world, his grateful Patron gives it to him as a gift to rule over as he wishes!

When a Daemon Prince takes control of his hard-won world he uses his mighty powers to reshape it to a form which pleases him. Because of this, every world is different and all are equally spectacular in their own way. The most powerful psykers in the Imperium have reported dreams or visions in which worlds of the Eye of Terror have been revealed to them. On one world a black sun stands in a white sky and smoky threads pour from it onto a tangled black city - this is said to be the homeworld of the Daemon Prince Perturabo, formerly the Space Marine Primarch of the Iron Warriors. Another world has boiling lakes of blood from which spheres of fire float into the sky and spread their light across the firmament - the ruler of this world is the Daemon Prince Bubonicus, formerly a mortal Champion of Nurgle on one of the myriad lost worlds in the galaxy. Visions of such places disturb the psychically sensitive throughout the entire galaxy.

TONY ACKLAND

TONY ACKLAND

To the living inhabitants of the rest of the galaxy, the prospect of entering the Eye of Terror is terrifying. Navigators of the Imperium will shun space for thousands of light years around rather than risk a minor deviation in course which might take them into its boundaries. Most Navigators have personal experience of close encounters with Chaos near the Eye of Terror. Many can recall other Navigators who travelled too close to the Eye in a foolish attempt to cut a few days from their journey time only to vanish forever. On the Eldar Craftworlds there are sealed doorways which were once warp gates leading to living worlds, since swallowed up by the Eye of Terror. Now those entrances are sealed with bonds of Wraithbone a thousand times stronger than steel, and cursed with runes so potent that just to look upon them would drive a mortal creature insane.

Within the Eye of Terror the Chaos Powers exert such an influence that normal mortal life can be snuffed out at their whim. Even psykers, whose psychic energy is greater than that of ordinary men, cannot resist the will of Chaos for long. Eventually, all mortal creatures who remain inside the Eye of Terror become either the slaves of Chaos or its Champions.

The Eye of Terror is home to countless millions of living creatures. Many of these are human, or were once human before Chaos perverted them into forms no longer recognisable as such. Every world in the Eye of Terror has its mortal population whose Champions and warbands form the mortal armies of Chaos in the galaxy. Even Daemon Worlds have mortals who live there and worship their chaos masters as gods.

The Eye of Terror offers a place of sanctuary to human worshippers of Chaos forced to flee from the Imperium. The Inquisition never rests in its bid to oust Chaos Cultists from Imperial worlds, and whole planets have been destroyed in order to eradicate thriving cults. However, despite the vigilance of the Inquisition, many worlds harbour secret Chaos Cults. Even Imperial officials are sometimes drawn into these cults and led to betray their race and the Emperor. Cultists who have the means and courage to flee from the Inquisition often make for the Eye of Terror and the welcoming arms of their chaos masters. These traitors are useful servants because they know a great deal about the Imperium and its defences.

Mortals who take refuge in the Eye of Terror can become very powerful Champions of Chaos - many will have dedicated themselves to Chaos and might already be well on the way to daemonhood. Many mortals took refuge in this way following Horus's defeat by the Emperor. Those Traitor Marines who survived the defeat were led into the Eye of Terror by their Primarchs. They were joined by rebels from the Imperial Guards, the Fleet and other former followers of Horus, including many Beastmen. Such is the nature of the Eye of Terror that some of the very individuals who fled there in those far off days are still alive ten thousand years later, granted vastly extended mortal lives by their Chaos Patrons. Whether this reflects a reward for their loyalty or a punishment for their failure it is impossible to say.

DAEMON BATTLES

The mortal population of a world in the Eye of Terror serves Chaos in two equally important ways. Mortals provide the man-power for the armies of Chaos, especially for the armies which roam beyond the Eye of Terror in the material universe. Mortals also worship the Chaos Powers and thereby add their own psychic energies to the total energy available to their master.

On the Daemon Worlds life is war; war in the name of Chaos, war fought to amuse or serve the Chaos Powers. Mortal Champions, warbands, mortal and daemonic armies, all battle together in an endless celebration of strife. The Chaos Powers revel in the adoration of their favourite warriors, and savour the blood that is shed willingly in their honour. Should the pace of conflict slacken, a Chaos Power will invite a rival Power to send an invading army to one of his worlds so that they can enjoy the sport of battle. The limits and terms of the tournament are determined beforehand: the number of troops, daemons, and Champions to be committed for example. The wager is likely to be possession of the planet itself! The Chaos Powers love such contests and will often gamble whole worlds on the outcome of a single combat between two mortal Champions.

TONY ACKLAND

Although the Eye of Terror seethes with almost perpetual warfare, not every mortal creature is necessarily harnessed to battle. Chaos wants the best warriors after all! Only those who are brave enough to fight their way to freedom from the slave pits, prayer-gangs and black factories are good enough to fight for Chaos. The remainder serve through work and worship. Slaves are rewarded in the bitter way of Chaos; they learn to love the lash, and become frenzied with pleasure as they approach extremes of self-sacrifice, trying to outdo their neighbours in their efforts to please their masters.

Just as industrial slaves labour to produce the weapons and armour for battle, so vast prayer-gangs are put to work worshipping their masters. On the Daemon World of Bubonicus, for example, the equator is surrounded by a dancing human chain which sings and dances the praise of Nurgle as it circles the world. The dancers develop Nurgles Rot and gradually mutate into Plaguebearers. The Plaguebearers join their master and new mortals take their place so that the circle is never broken. This theatrical conceit pleases Nurgle tremendously, so that Bubonicus has commanded it should never cease.

This is a typical example of the vast scale of worship which the Chaos Powers enjoy. Other examples include planets where millions of people chant the same mantra in a cry of perpetual worship so that the whole world vibrates to their voices. The entire energies of another are spent building and tolling bells as big as cities, whose thunderous peals rebound around the globe while thousands of slaves labour to swing them. There is said to be a world belonging to Nurgle where the entire population is enslaved keeping the accounts of disease and pestilence, recording every incidence of sickness in the entire galaxy.

THE FORCES OF CHAOS

The Eye of Terror is the focal point of Chaos in the galaxy. Its countless worlds provide the bases from which armies and raiders attack the rest of the galaxy. The Imperium lives in fear that the forces of Chaos will unite into a huge army of conquest and pour into human space, destroying and taking over human planets. This has never happened because the various Chaos worlds don't form a united empire but comprise countless independent realms ruled by rival Chaos Powers and Daemon Princes. The different Daemon Princes and other daemonic rulers regard their neighbours as rivals, even though they all share a common master.

When rival forces of Chaos do decide to act in concert they pose a potentially dangerous threat to the Imperium, the Squat Homeworld, Orks, Eldar and all other intelligent lifeforms in the galaxy. Fortunately, alliances between different daemon rulers tend to be fragile arrangements which often fall apart even before their target is reached. Once they have captured the odd planet their natural tendencies to squabble over the spoils almost invariably dissipates their forces and brings their reign of terror to a close. This disunity is particularly noticeable where the forces of several powers are involved in a common enterprise.

Only when Chaos raiders are led by a single extremely powerful leader are they really dangerous. Fortunately for the Imperium it is rare that a leader of sufficient calibre emerges. Almost invariably the impetus of each fresh attack is quickly spent, so that human forces can take advantage of their enemy's disunity to make good their initial losses.

CHAOS RENEGADES

The most common threat to the Imperium comes from relatively small groups of raiders, invaders and space pirates referred to as Chaos Renegades.

A typical force of Chaos Renegades is based around a core of one or more Champions of Chaos plus their attendant warbands. In most cases all the Chaos Renegades in a force come from a single world, and their troops comprise not only mortal Champions and their followers, but also a number of other followers of their Chaos Patron. Chaos Renegades are accustomed to war and death on their homeworld and regard the galaxy as little more than a giant battlefield. The logical extension of their existence is to find new battles to fight, fresh worlds to conquer, and new peoples to enslave on behalf of their chaotic master.

The Chaos Renegades are often aided by other forces of Chaos. Among these are the Chapters of Traitor Space Marines which turned to Chaos during the Horus Heresy, and which still exist in the Eye of Terror. These Traitor Marines roam the various worlds over which their Patron Powers have dominion, joining warbands, sometimes becoming Champions and even progressing to become Daemon Princes. One of the most active Chapters of Traitor Marines is the Iron Warriors Chapter. This Chapter is dedicated to Chaos in its Undivided Majesty and is based on the world of the Daemon Prince Perturabo. As they owe allegiance to no Chaos Power in particular, they will often join with Chaos Renegades regardless of the Chaos Power they follow.

When Chaos Renegades land on their target worlds they may be joined by allies from among the world's own population, or by other marauding forces such as Orks or pirates. These allies are all too willing to join with Chaos Renegades and fight with them in return for a share in the spoils of war.

As the Chaos Renegades move out of the Eye of Terror and towards their targets they are joined by other Chaos sympathisers and all manner of freebooters. Renegade leaders use their contacts with Chaos Cultists and treacherous humans to direct their attacks as effectively as possible - appearing from nowhere to attack a vulnerable space convoy or a defenceless planet. Renegades also lend their weight to the Chaos Cultist risings on human worlds, with the ultimate aim of overthrowing Imperial government and installing the cultists in power. Cultists who join up with Chaos Renegades are sometimes taken back to the Eye of Terror where they enter the service of their master.

Orks and human pirates, freebooters, and other nihilistic groups also join Renegades for a share of the loot - they don't really care which side they support and are quite happy to fight for Chaos against human or other forces. In this way many of the lawless and discontent elements of the galaxy are drawn to the service of Chaos - some make the mistake of returning to the Eye of Terror where they are caught in the endless cycle of battle and damnation.

WARP TRAVEL

Because the Eye of Terror exists both in real space and the warp it can be reached by spacecraft travelling in either the material universe or the immaterial warp. By moving into the Eye of Terror a spacecraft can move between the two alternative universes. Renegades have access to many kinds of spacecraft, including captured vessels as well as the remnants of the fleets assembled by Horus to attack the Earth during the Heresy.

Because of the complex, non-linear progress of time within the warp, craft which are thousands of years old are still in service, many as gleaming and potent as the day on which they were launched. Other craft are built on worlds within the Eye of Terror, raised by the servants of Chaos as sacrifices to their daemonic masters. The outward appearance of such ships varies a great deal, but on all it is one of corruption and madness.

The flow of the warp can carry a spacecraft through time as well as space, so that what seems like a few days' travel may take a craft through thousands of years of time. Imperial ships are built to minimise these effects, and their crews are careful to navigate round the worse eddies and whirlpools of the warp. Chaos spacecraft are inconsiderate of such matters, and they are content to drift through time and space until the winds of chance bring them upon a suitable target.

Ships sometimes get caught up in the warp and subjected to the disturbing effects of time distortion. Even some of Horus's original forces suddenly reappear after ten thousand years of travel, unaware that their cause is lost and determined to continue their attack upon the forces of the Imperium.

One of the most weird and extreme results of spacecraft being caught by temporal whirlpools in the warp is the creation of Champions fated to forsee their own *Heroic Death*. The lives and deaths of all living things have an existence in the warp. Caught up in such a cyclone of time a man might witness his own death or that of another, the more heroic and spectacular his doom the more likely it is to be revealed. Once a Champion's glorious fate has been seen, and it becomes known that he will achieve a Heroic Death, his fame spreads throughout the galaxy. The manner of his doom will be explained by countless followers of Chaos, and the brave deeds which he is yet to perform earn him a formidable reputation. Because his doom is certain, the Champion need have no worries about being slain at any other time, and can therefore disregard such petty fears for his own safety as might otherwise concern him, and spend his remaining life living up to the glorious image of his own death.

RENEGADE ARMIES

Any player who enjoys collecting and painting chaos models will find it relatively simple to assemble a Chaos Renegade Force to take part in Warhammer 40,000 battles. Because Chaos Renegade Armies can incorporate almost any Chaos models a respectable collection will automatically provide a convenient core for your force. Other allies in the form of Chaos Cultists, or Ork Freebooters, can be added to form a larger army or to provide a choice of forces for each game. On the whole, a Chaos Renegade Army is ideally suited to collectors who like their collections as varied and diverse as possible.

The Chaos Renegade Army List and other Chaos Army Lists are included in complete detail elsewhere in *The Lost and the Damned*. These lists give all the options and choices available to the player and provides all the information you need to assemble a complete army.

RENEGADE WARBANDS

A Chaos Renegade Warband is created in exactly the same way as any other Chaos Warband. The Champion is generated randomly, he chooses his patron, receives his initial Mark of Chaos, and then attracts followers. A Renegade Warband can therefore be assembled using exactly the same procedure already described for Chaos Warbands. In fact there is no difference between a Chaos Warband and a Renegade Warband other than that the Renegades are equipped with Warhammer 40,000 technology and are able to travel from world to world. It is quite possible for a Chaos Warband to acquire this technology and move out into the galaxy to continue its path of slaughter throughout the Imperium and beyond.

WEAPONS FOR WARBANDS

If you are creating a warband from scratch then you can use the Technological Equipment Table to equip the warband rather than the normal Equipment Table. You can still use the basic Equipment Table if you wish - so the warband may have a mixture of primitive and technological weapons. Determine the number of points the new Champion has to spend as follows:

Basic Profile	D6
Champion	D6+1
Hero	D6+3
Major Hero	D6+5

Every time the Champion receives a reward from his patron he rolls a D6 to see if he gains extra points to spend on equipment.

D6	Result
1, 2, 3	No extra equipment is gained this time
4, 5, 6	D6 points of equipment may be chosen

Points can be spent any way the player wishes, or they can be hoarded in order to buy larger, more expensive weapons at a later date. The player keeps a track of his points total and the equipment he buys with it.

If converting a WFB warband into a WH40K version all you need do is generate his own points plus D6 more points for every reward the Champion has.

TECHNOLOGICAL WEAPONS FOR CHAOS WARBANDS

The table below gives the number of equipment points that must be expended to buy the technological item listed. With the exception of grenades and missiles, the points shown buys a single example of that weapon, armoured suit or piece of equipment.

The cost given for grenade and missile types (starting with anti-plant grenades and finishing with web grenades/missiles) is the cost of equipping one model for the duration of a single game. This cost is irrespective of the actual number of grenades or missiles expended during the game, even if the model in fact uses none at all - in which case it is assumed all the grenades/missiles purchased prove defective.

The exceptions to the rule above is in the case of Psykout and Vortex grenades and missiles where the cost is per grenade or missile. In this instance if a grenade or missile is unused at the end of the game it can be carried over to the next game - assuming of course that the model carrying it survives.

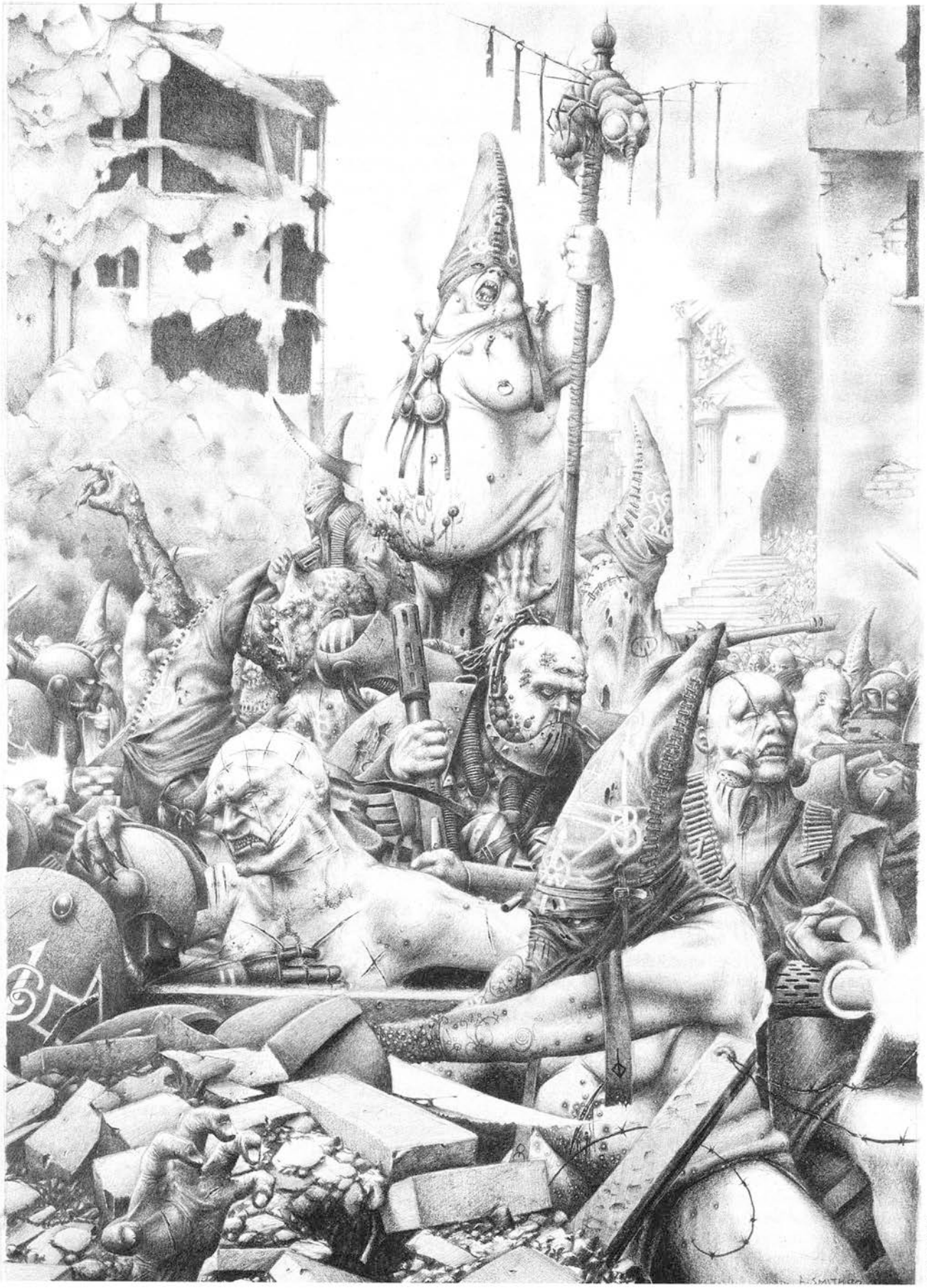
This system of regulating the supply of grenades and missiles is different to the normal WH40K rules for such things and reflects the Chaos Warband's erratic supply structure.

Equipment covered by the fantasy game, such as swords and plate armour, is not covered in the list below as it can be generated along with followers or purchased from the normal Equipment Table for Chaos Warbands.

Some items have not been included because they are unique to certain alien weapons systems or set-ups - such as the Scatter Laser from the Eldar Dreadnought. If you really want to use these items allow a 50% chance of them being available and agree a cost among your fellow players. Because new Citadel Miniatures appear all the time, it is inevitable that players will want to use weapons or equipment not covered on the list - it is up to you to incorporate these items as you think appropriate and to fix a cost for them.

TECHNOLOGICAL EQUIPMENT TABLE

Flak	1
Mesh	2
Power Armour	6
Terminator Suit	50
Conversion Field	3
Displacer Field	2
Refractor Shield	2
Stasis Field	12
Autogun	2
Bolt Gun	2
Flamer	2
Graviton Gun	4
Lasgun	1
Meltagun	8
Needle Gun	1
Plasma Gun	6
Sniper Rifle	2
Shotgun	1
Shuriken Catapult	5
Auto Pistol	1
Bolt Pistol	1
Digital Weapon	50
Hand Flamer	2
Laspistol	1
Needle Pistol	1
Plasma Pistol	4
Shuriken Pistol	1
Web Gun	2
Chainsword	2
Power Axe	6
Power Glove	15
Power Sword	7
Force Rod	40
Force Sword	40
Force Axe	40
Assault Cannon	21
Auto Cannon	35
Conversion Beamer	50
Grenade Launcher	15
Heavy Bolter	15
Heavy Plasma Gun	50
Heavy Stub	10
Heavy Webber	20
Lascannon	90
Missile Launcher	30
+D6 Frag or Krak Missiles	
Mole Mortar	50
Multi-laser	50
Multi-melta	50
Shuriken Cannon	50
Thudd Gun	50
Anti-plant Grenades	1
Blind	1
Choke	1
Krak Grenade	1
Super Krak Missile	2
Hallucinogen	1
Haywire	1
Knockout	1
Melta	2
Photon	1
Plasma	2
Psykout 1	10
Rad	2
Scare	1
Smoke	1
Stumm	1
Tanglefoot	1
Toxin Gas	2
Virus	3
Vortex 1	50
Web	1
Bioscanner	1
Communicator D6	1
Energy Scanner	1
Flight Pack	4
Frenzon Dispensor	1
Infra-visor D4	1
Jump Pack	1
Phase-field Generator	50
Rad Counter	1
Respirator D4	1
Suspensor	2
Targeter	2



ADRIAN SMITH

CHAOS CULTISTS

The followers of Chaos are not always so easily recognisable as the bloody-handed Chaos Champion and his ferocious pillaging warband. Some lie hidden in human society, seemingly ordinary folk with normal occupations and interests, awaiting only the right moment to reveal their true loyalties. These agents of Chaos represent a threat to the Imperium at least as great as that of the marauding bands of Chaos Renegades, for they gnaw away at the heart of the Imperium from within. These followers of Chaos are organised into Chaos Cults: secret and illegal bodies devoted to the service of Chaos and the Chaos Powers.

Chaos Cults attract all kinds of people. They have an especially strong appeal to those whose ambitions or sense of adventure cannot find an outlet within society. To those who are bold enough to take it, Chaos offers an opportunity to acquire real power quickly. To some it is the quest for knowledge itself which lures them onto the Chaos Path, the chance to gain knowledge of the warp and psychic power, and knowledge which gives power over others. To others it is the prospect of real material power which attracts them to Chaos, the acquisition of wealth, influence and followers. To many more, the ordinary followers of influential leaders, Chaos offers an escape from day to day drudgery, conventional social life, and perpetual self doubt. It is no coincidence that many of the lowly followers of Chaos are mentally unstable, social misfits, or else desperate individuals whose only hope of sanctuary lies in the bosom of Chaos. Among these are people who believe that all mankind is doomed, and that they live in the last days of man's dominion before the universe is swallowed by Chaos. These people are called Apocalypts, and their particular brand of insanity inspires them to fight against all government in order to bring about the collapse of civilisation which they believe inevitable.

Cultists devote themselves to either the Undivided Glory of Chaos, one of the Great Powers, a lesser Chaos Power, or a Daemon of Chaos. These subversive cults are not openly tolerated in the Imperium, and so their practices are highly secret and their places of worship well hidden. Many of these Chaos Cults are modelled on the Imperial Cult, and demand a similar level of loyalty and religious devotion.

THE IMPERIAL CULT

The most widespread and well-established religion throughout the Imperium is the Imperial Cult. It has billions upon billions of followers throughout the Imperium, with representative cult leaders on every planet. The cult is run and controlled by the Adeptus Ministorum. The headquarters of the Adeptus Ministorum is the Ecclesiarchal Palace on Earth, where the organisation's leader, the Ecclesiarch, lives. The Adeptus Ministorum is often referred to as the Ecclesiarchy after its leader.

Beyond Earth, the Imperial Cult has its representatives throughout the Imperium. Every world forms a separate Diocese, or belongs to part of a larger Diocese, administered by the Cardinals Astral. Beneath the Cardinals Astral are Pontifexes (regional leaders) and Preachers. The Preachers look after one or more shrines, each of which serves the religious needs of a small community. Most populated worlds have many thousands of shrines and almost as many Preachers

The Imperial Cult teaches that the Emperor is the divine representative of the entire human race, who needs the worship of people everywhere to remain strong so that he can protect humanity. This creed is essentially true. The loyalty and determination of all of the Imperium's citizens is an important part of humanity's survival. But the Imperial Cult's teachings are also true in a literal way, because the Emperor does need the spiritual energies which his worshippers create in the warp.

SPACE MARINE CULTS

The Imperial Cult only became an organised institution after the Emperor's battle with Horus. Before that time there was no organised Imperial religion, but the Emperor was venerated on many different worlds by a multitude of different people. The Space Marines had always regarded the Emperor as their founding father, and after his incarceration in the Golden Throne this veneration gradually turned to open worship. In this way, every Chapter of Space Marines developed its own distinctive cult practices, so that the official Imperial Cult of the Ecclesiarchy never held any sway over them.

Space Marine Cults emphasise the military virtues of honour, comradeship and strength as one would expect from these famous warrior organisations. The rituals and traditions of these cults are maintained by the Chaplains of the Chapters, a kind of inner priesthood of warriors.

THE CULT MECHANICUS

The Adeptus Mechanicus also has its own unique interpretation of the Imperial Cult which, like the Space Marine Cults, owes nothing to the Ecclesiarchy. This is the Cult Mechanicus or Cult of the Machine. The entirety of Mars is the realm of the Adeptus Mechanicus, and its leader is the Fabricator General. The Fabricator is both the head of the Cult Mechanicus and the governor of the planet. His people are the Cult Members, the Engineers, Transmechanics, Rune Priests, Electro Priests and various other ranks of Tech-Priests.

According to the mysterious strictures of the Cult Mechanicus *knowledge* is the supreme manifestation of divinity and all creatures and artifacts which embody knowledge are holy because of it. The Emperor is the supreme object of worship because he comprehends so much. Machines which preserve knowledge from ancient times are also holy, as is research which creates new knowledge. Machine intelligence is respected no less than human or other organic intelligence. To the Adeptus Mechanicus a man's worth is only the sum of his knowledge. His body is simply an organic machine capable of

preserving intellect. Life itself is of no intrinsic value to the Tech-Priests. This is most clearly seen in their use of humans as raw material from which they create the special cyborg machine-creatures called Servitors. Servitors are supplied to the various governmental and military organisations throughout the Imperium including the Administratum, the Space Marines and other parts of the Adeptus Terra. Typical Servitors are Technomats who operate and service machines, Holomats who act as holographic recordists, Lexomats who are like human computers with tremendous calculating powers, and Drones which are living robots - stupid and essentially mindless slaves ideal for menial work and little else.

WARRIOR CULTS

Traditional Warrior Cults are practised on many worlds where warfare is endemic. Not all such worlds are primitive by any means, even some of the most technically advanced worlds have warrior cultures. In some cases this violence is highly ritualised, and takes the form of arena combats and formal duels. In other cases the fighting is restricted to certain classes or individuals, so that the ordinary members of society can go about their daily lives unaffected by the gangland style assassinations and vengeance killings which go on around them.

Although disapproved of by the Adeptus Ministorum, warrior cults are tolerated by planetary government and the Adeptus Terra. They promote martial ideals and warrior skills which are actually very useful to their local governments and even to the Imperium itself. As many of the cults stress the noble values of conflict, such as the protection of the weak, they act as a stabilising force in what might otherwise seem a dangerously violent society.

STEPHEN TAPPIN

CHAOS CULTS

The Ecclesiarchy is very intolerant of religious practices which they feel are dangerous to the well-being of the Imperium. Where possible local inhabitants are always encouraged to adopt the Imperial Cult. Where this is not possible for whatever reason, Imperial Missionaries work to incorporate elements of the Imperial cult into local religions. In this way local religions will adopt various aspects of the Imperial Cult while continuing to practice their traditional forms of worship. These local variants of the Imperial Cult are tolerated because they are at least open and their practices easily monitored.

Despite the best efforts of the Missionaries there are many forms of worship which remain completely unacceptable to the Adeptus Ministorum. The worship of the Chaos Powers is the most obvious of these and probably the most dangerous too.

The lure of Chaos attracts all manner of men on all kinds of worlds. Planets which vary tremendously in their civilisations and level of technological attainments are all home to followers of Chaos. Even on relatively comfortable worlds there are people who crave forbidden knowledge, whose lust for unearthly power and arcane lore overrides their loyalty to the Imperium. All over the Imperium, even upon the worlds of Earth and Mars at the heart of the human galaxy, there are people willing to dabble in things beyond their understanding. Not all these people realised they were dealing directly with a Great Power, some become involved quite innocently in what they believed to be warrior cults or intellectual and artistic communities. The worship of Chaos is always undertaken in secret, in hidden covens and among guarded societies, lending a further air of romance to the dangers of the unknown.

Some cultists worship Chaos in its entirety or Undivided Glory, just as some Chaos Champions dedicate themselves to Chaos as a whole rather than to a particular Power. These cultists venerate the Great Powers, daemons, and other Powers of Chaos as a Pantheon of diverse gods. The worship of the Chaos Powers in this way follows a pattern of polytheism which is quite common among native religions. This polytheistic version of Chaos is therefore the most obvious form of worship on these worlds. However, those who possess more knowledge about the warp and the individual Chaos Powers will usually choose to single out one Power as the object of their worship. The most important Powers are the four Great Powers Khorne, Slaanesh, Nurgle and Tzeentch, but there are many lesser Powers, Daemon Princes, and other daemons which are also worshipped.

Often a Chaos Power is venerated under the guise of another and seemingly unconnected name. Many a savage tribe on some backward planet splashes idols with the sacrificial blood of their enemies, unaware that their God is yet another aspect of Khorne the Blood God. Indeed the Adeptus Ministorum might well make efforts to introduce the worship of the Emperor among such people.

The most dangerous cults are those which worship the Chaos Powers directly and go so far as to summon daemons from the warp itself. These are the Chaos Cultists who are hunted and suppressed by the Inquisition because their activities pose a very real threat to humanity. In addition to the Chaos worshipping cults are those centered around alien infiltrators like the Genestealers, cults which aim to speed humanity's evolution into a psychic species like the Immortal Cult of Necromunda, and other strange cults such as the Vampire Covens of Cassandron. These organisations are ruthlessly persecuted by the Inquisition, and their members are hunted down and killed without mercy.

Just as the objective of a Chaos Warband is to survive and prosper, eventually affording a platform where its Champion can become a Daemon Prince, so the Chaos Cult must also survive so that its leader can attain power. The survival of the cult is particularly important on a world of the Imperium, where the worship of Chaos is not tolerated and where the Inquisition will quickly act to wipe out the slightest taint of Chaos. Faced with these dangers, the typical Chaos Cult is an underground organisation whose members lead curious double lives. Unlike the Chaos Champion who proudly proclaims his allegiance and bellows his challenge to anyone to hear, the leader of a Chaos Cult must hide behind a facade of normality. He might be an important leader of government, a military commander, a wealthy trader, or occupy any one of many other perfectly respectable positions in society. He might also be a gangland leader or a criminal mastermind, because it is possible to hide the cult activities within other activities which are themselves illegal but which are of no concern to the government of the Imperium as a whole. By means of bribery and governmental corruption a cult leader can run a criminal empire without attracting the attention of the Imperium, and can successfully use his organisation to recruit new followers for his cult. In this way the Chaos Cult combines power and influence within normal society with arcane power, providing a material base from which it can grow.

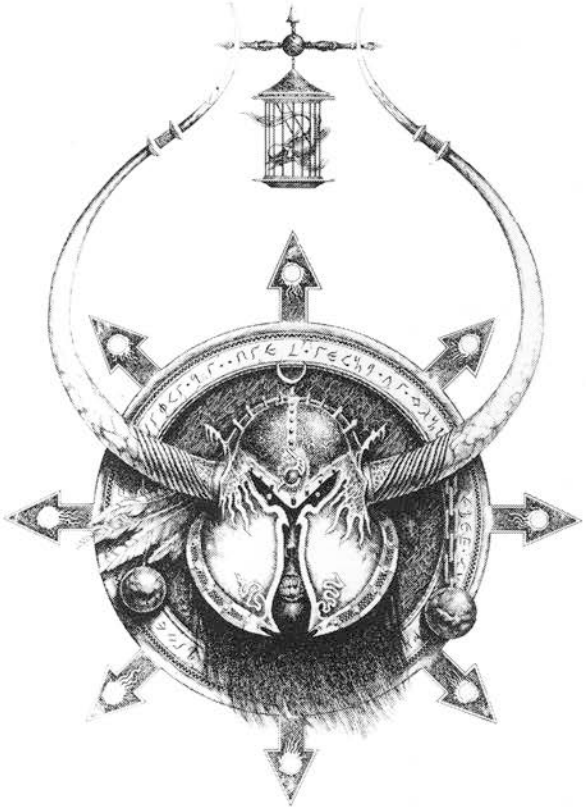
Inevitably Chaos Cults will be drawn into conflict, perhaps with the authorities or maybe with other criminal organisations or even rival cultists. Cults are perfectly able to fight, and can usually fight without coming directly into the open. After all, one gangland skirmish is pretty much like another, and it is not only Chaos Cultists that might want a local police chief killed or a governor's assistant assassinated.

CHAOS MAGUS

The leader of a Chaos Cult is called a Chaos Magus. The Magus is the equivalent to the Chaos Champion, and like a Chaos Champion he dedicates himself to a Patron in return for the uncertain favours of the Chaos Powers. In return for his loyalty he will gain followers and rewards like a Champion. However, unlike a Champion he will have little opportunity to use his rewards. Eventually, heavily mutated by Chaos Attributes, he may be unable to appear publicly at all. Fortunately by that time he will probably have become the leader of a huge and wealthy corporation or other legitimate organisation, and his reclusiveness can be easily explained away as the eccentric habit of a man of power.

The Magus communicates with his Patron Power via trances, dreams and divination. Some use the dreaded Chaos Tarot, a blasphemous travesty of the Emperor's Tarot used by Imperial servants. If the Patron favours his slave, he may give him a familiar which acts as an intermediary between the cultist and the Patron. Familiars take all sorts of weird forms: animals are common, impish daemons are also known, but even material artifacts such as a daemon sword are sometimes given as familiars. By means of trance, divination or familiar, the Patron instructs and informs his servant. This information is vital to the Magus as it gives him an idea of what his enemies are planning and how to avoid possible dangers. Most importantly, the Patron is able to offer advice on future events, affording the Magus tremendous trading advantages over his business rivals. By means of gambling, forinstance, a Magus can make as much money as he wants so long as his Patron is content for his slave to rise in power.

As a Magus grows in power he may find his empire of followers becomes too vast and unwieldy for him to control in person. Once he begins to acquire disfiguring Chaos Attributes he will no longer be able to deal directly with outsiders, and he will have to appoint a second-in-command to perform these tasks on his behalf. This individual is known as an Acolyte. The Acolyte is the Magus' most trusted servant and commander. Because of the risk of betrayal by his own cult members the Magus will often wish to remain hidden even from the majority of his own followers. A Magus can continue to operate the cult from behind the scenes using the Acolyte as an intermediary. Thus, the Magus is never seen by the cult members and remains a mysterious source of wisdom and power to which the Acolyte alone has access. If, as a result of Chaos Attributes, the Magus becomes so heavily mutated that he turns into Chaos Spawn, or if Chaos chooses to reward him with mindlessness, then the Acolyte may continue to run the cult in the Magus's name. Just because the Magus is a Chaos Spawn does not prevent him forming the hub of the cult - indeed his inhuman appearance and power may well be said to serve as further evidence of the divine favour vested in him!



THE COVEN

The most important members of the cult are the Coven. The Coven is roughly equivalent to a Chaos Warband. It consists of the Magus's most trusted servants, including his Acolyte if he has one. The number of individuals making up the coven varies a great deal. In some cults the coven members are equal to the mystic number of the Patron, or some multiple of the mystic number. Only the Coven has direct contact with the Magus. Only the Coven performs the rituals and sacrifices which summon daemons and divine the intentions of their Chaos Patron. It is generally true to say that only the members of the Coven truly understand the real nature of the cult.

THE CULTISTS

The remainder of the cult is made up of ordinary cultists. These may vary in number from a mere handful to many hundreds or even thousands. Like the members of the coven their allegiance is highly secret. They lead seemingly normal lives, perhaps even holding trusted positions within the local government, but their true loyalties lie with the Cult. Cultists do not take part in the rituals of summoning or other arcane cult rites. They are ready to do whatever is required of them to further the aims of the cult, but the secrets and true purposes of the cult are kept hidden from them. Thus, when choosing employees for his business the cultist will fill the vacancy with a cult member. He will keep a look out among his staff for any likely new members, and he will make sure that employees who are especially loyal to the Emperor are soon removed from their positions. Similarly, cultists will endeavour to recruit new members from their family and friends, whilst ensuring that enemies among their relatives and acquaintances meet with unfortunate *accidents*. When the Cult is ready to rise against the authorities, the Cultists finally reveal their true colours and take up arms at the command of their Magus.

DAEMONS

Daemons can only enter the material world as a result of certain rituals which usually involve the most dreadful sacrifices. Even then they can only manifest themselves for a short time unless they can find a host body to possess. Although a Chaos Magus can communicate with his Patron in dreams and trances, this method of communication is not always reliable or clear. It is far better to summon a daemon and to wring from it the traditional three answers which it is bound to give - for daemons come from Chaos where there is no literal time and where the future and past hold no secrets.

A cult may also summon daemons to perform specific tasks, such as to eliminate certain enemies or rivals. Daemons make incredibly good assassins because no conventional police force is prepared to accept that they exist! When the Chaos Cult is ready to rise up against its enemies then the Coven will summon as many daemons as it can to help it.

CULT ACTIVITIES

Cults can be relatively small or very large. They often flourish in the guise of seemingly innocent organisations, many of whose members may not even be aware that they serve the interests of Chaos. By building up these organisations the Magus infiltrates his world and prepares for the day of open rebellion.

Extreme political organisations make particularly good fronts for a Chaos Cult. The organisation will naturally attract individuals who are power hungry and mentally unbalanced - ideal material for potential cult members. If the organisation is very successful then it may acquire real political power, and it is possible the cult could even become the governing body of the planet without anyone realising it.

Warrior Cults also make useful front organisations. Many worlds in the Imperium have Warrior Cults which are tolerated and even encouraged by the Imperium. By setting up a Warrior Cult the Magus establishes a body of trained warriors whose martial ideals can be manipulated to serve his own ends.

Labour, marketing, and manufacturers unions can also successfully hide a sinister Chaos Cult. By manipulating the economies of their planets the cultists can bring about widespread disruption and ruin. As these organisations tend to attract people who are often corrupt and self-serving they are extremely easy to infiltrate by means of bribery in one form or another.

Businesses can provide excellent cover for the growing Chaos Cult. As the business grows it will expand to cover a larger area and more staff will be needed to run it. The staff of the company are gradually recruited into the cult, while the corporate cover facilitates all kinds of money raising activities.

In some places gangster organisations have a semi-legal status where they are tolerated so long as their behaviour falls within certain limits. Sometimes the planet's whole political structure is based around gang power and constant inter-gang warfare. On such a world there is little difference between a legitimate gang and a Chaos Cult posing as a gang - both are equally ruthless and power hungry.

Many Cults hide their true natures behind the facade of a tolerated religion or an acceptable local variant of the Imperial Cult. An Imperial Preacher who has devoted himself to Chaos can corrupt his entire flock. Such is the trust that ordinary people have in Preachers that they may remain unaware of the cult's true purposes while the very shrine of the Emperor itself becomes a dark altar to Chaos.

On more sophisticated worlds artistic or philosophical circles may provide sufficient cover for a small cult to operate. By posing as an artistic elite the circle will naturally attract young and intellectually conceited individuals, romantic idealists, and other malcontents who can be recruited into the cult.

Because psykers are strictly controlled throughout the Imperium there are few places where a young, emergent psyker can escape persecution. Such individuals will be burned as witches or at least handed over the to local forces and thence to the forces of the Imperium.

On worlds where psykers are common it is natural for some to escape and form their own protective organisations, networks of safe houses, and places of sanctuary. By posing as such an organisation a Chaos Cult can take the pick of the best psykers as recruits, while allowing the rest to organise an aggressive and highly motivated underground movement.

On worlds where life is relatively safe and quiet the Chaos Cult will usually set itself up as the champion of some worthy cause such as a world-wide charity, environmental concern group, social welfare organisation, or some such indisputably beneficial body. Its public image will give the cult plenty of opportunity to infiltrate the entire world before its true nature is revealed. Such a cult will grow apace as the well-meaning and unsuspecting are drawn into its clutches.

THE CULT AT WAR

Chaos Cults are constantly alert to the danger of discovery, and they can only hope to defend themselves by force of arms. Even cults whose power is based upon mercantile or political influence must be prepared to fight if necessary. No matter how large or small, every cult has its contingency plans which will, hopefully, allow it to survive in the event of discovery.

Cults prepare for armed struggle by amassing arsenals of weapons and equipment. If they are able to do so, the cult will attempt to infiltrate and subvert the local defence forces. They may also use psychic powers to contact Chaos Renegades drifting through the warp and guide them to their world. Once the forces of cult and Renegades are united the cult can come into the open and the whole world will be plunged into devastating conflict from which the cult may emerge as a major world power.

In small and medium sized cults the coven members will act as officers or army leaders. The cult followers will already be organised into groups for ceremonial and ritual purposes. These established groups simply become fighting units when the time comes to rise up. Those who hunt down cults are often surprised by how quickly and efficiently a cult can muster its forces to counter-attack.

A typical cultist force, normally comprised of either a single cult or an alliance of several smaller cults, can muster a fighting strength of between 30 and 100 individuals. This is quite enough for the cult to establish local supremacy over a limited territory or important settlement.

The armament and transport available to a cult will depend on the level of technology on their home world. On most worlds, the Magus and his coven can acquire a prestigious limousine to enable them to travel in security.

Several cults may form alliances when under threat or in a bid to sieze power by force. They are then able to muster in far greater strength. Not all cults are prepared to join with others, even when they all are under threat, but most will readily put aside their differences in a common cause. This means that an expedition sent into a region to locate and purge a cult that has been uncovered could find itself up against greater forces than anticipated. Other cults, still undetected, will have been alarmed and rallied to the support of the cult under attack.

Cultist forces tend to include such a wide diversity of troop types that it is very difficult for their foes to predict or identify exactly who they are up against. For this reason the scholars of the Inquisition keep meticulous records on every aspect of cultism (as do Eldar scholars). These records are collectively known among Inquisitors as the *Codex Hereticus*.

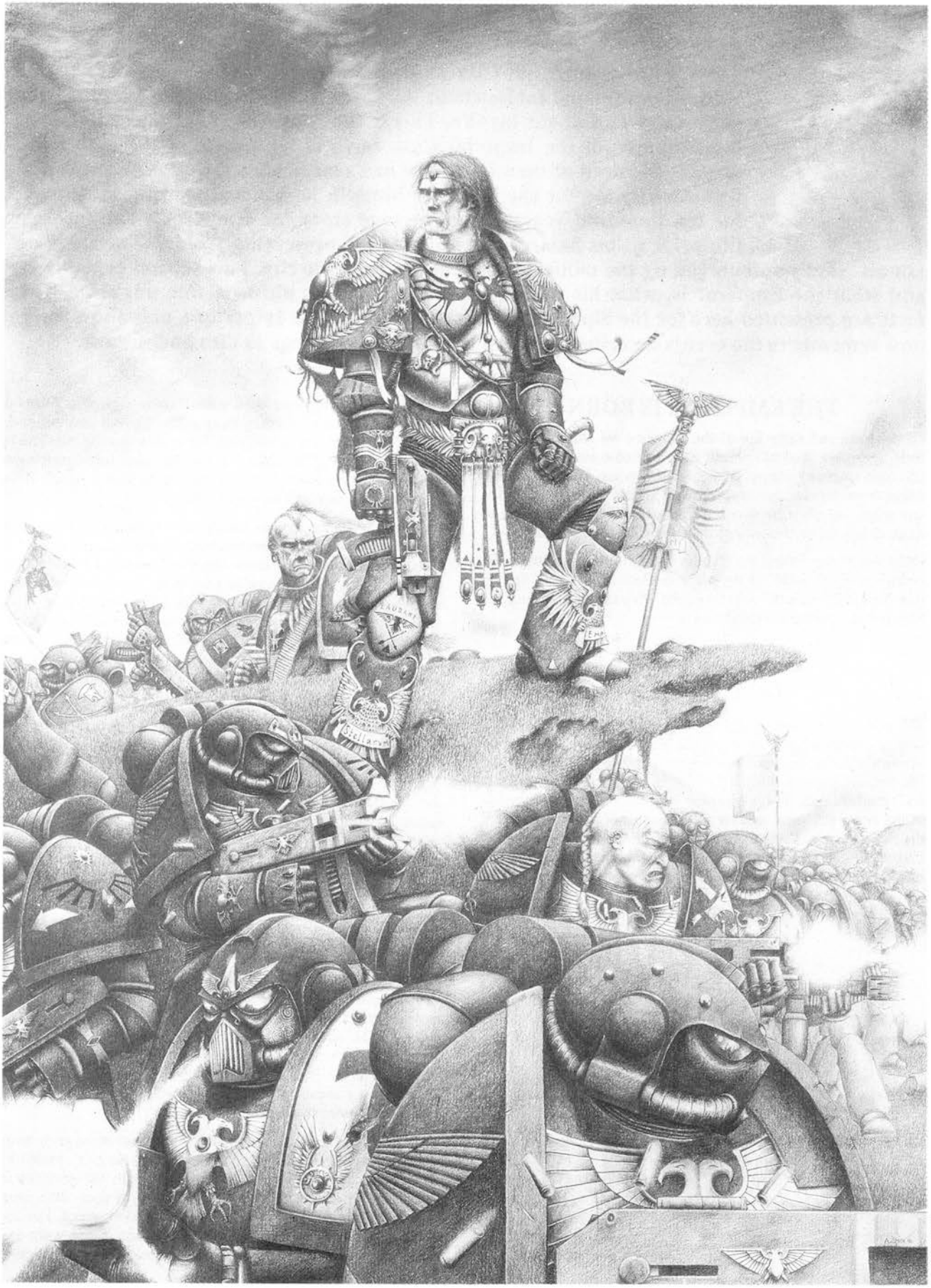
Fifty years ago the world of Chianco lay at the centre of a rich trading sector in the eastern part of the Imperium known as the Ultima Segmentum. The skies of Chianco were continually criss-crossed with the vapour trails of merchant lighters carrying precious fuel minerals to the orbital trading stations far above.

Interstellar spacecraft from the whole sector clustered around Chianco, their merchant crews bidding frantically for cargoes, while Free Captains stood ready in orbit awaiting the chance to snap up a lucrative contract. Below on the planet itself the mining machines and tireless fuel pumps worked at the harsh rock, squeezing the wealth of the world from the ground.

In control of it all was Lord Xian Torus, hereditary ruler and the ultimate owner of everything and everyone on the world of Chianco. It was he that approved the inheritance of the Mine Lords and who allowed the shipping families to pass on their ships and contracts to their eldest sons. As the whole world prospered so the ruler and Lords of Chianco also prospered and the planet's population grew to be one of the richest and most contented in the entire Imperium.

That was fifty years ago. Today Chianco is a barren rock where a few tired barbarians scrape a living from the ruins of a once great civilisation. The skies of Chianco are now an unblemished blue and when a passing spacecraft is spotted travelling through the night it is reckoned a noteworthy sight. For Chianco is now famous not for its wealth or commerce, but because it is the World that Died in One Night.

From a thousand hidden cults the followers of Tzeentch revealed their true nature, lords and labourers alike, they had undermined the rule of Lord Xian Torus in more ways than one. The mining machines burst from beneath the royal palace and the greater part of the capital sank into the ground. As it did so a million cultists descended upon the city, the staffs of merchant princes, the retinues of Mine Lords, even many amongst the the Local Defence Forces of Chianco were revealed as followers of the Lord of Change.



ADRIAN SMITH

THE EMPEROR

Thanks to the Imperial Cult millions upon millions of people are familiar with the traditional fables about the Emperor. Children sing his praises and listen to stories about his life. This is the Emperor that humanity knows - the Emperor of the Imperial Cult. Such is the power of the cult, and so great is the need of man to believe in its authenticity, that no-one questions its authority. As for the Emperor himself, he has neither spoken or moved for ten thousand years. Thus the true story the Emperor's extraordinary life prior to his incarceration in the life-preserving Golden Throne is now almost wholly submerged by the pious doctrine of the Ecclesiarchy. This section explains who and what the Emperor is, what his motives are, and what his ultimate fate might be. These facts are presented here for the illumination of the reader. In the Imperium, only the Emperor now remembers the events described - if even he remembers things so dim and distant.

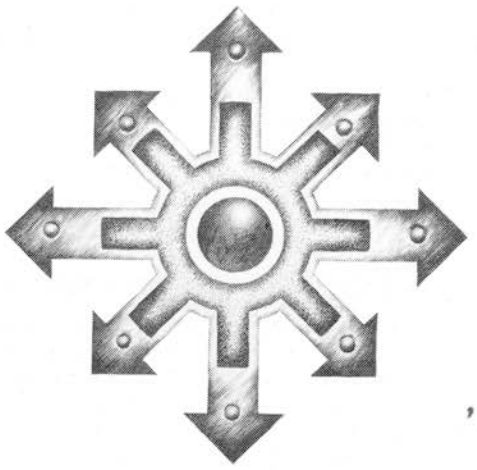
THE EMPEROR IS BORN

Of the birth and early life of the Emperor we shall say only a little, for space does not permit us to examine every detail of a life-time spanning almost fifty thousand years. His mother and father were human, his brothers and sisters were mortals like any other, so when he was born his parents had no reason to think of him as anything other than a normal human child.

Only much later would he identify the time of his birth as the eighth millennium BC or the place as Central Anatolia, and by then he would have almost forgotten his early life among the barren mountains and cold streams.

THE WAKING OF THE WARP

The warp is an alternate universe composed entirely of psychic energy generated by the thoughts, emotions and intellectual activity of living beings. To a degree it is also generated by the life-force of even the simplest of living creatures, such as plants and small animals. The warp is the spiritual reflection of the life of the entire universe, and for this reason it is sometimes called the Sea of Souls. The warp, the Sea of Souls, and the Realm of Chaos are one and the same thing. This alternate reality is also known by many other names in countless cosmologies.



Originally the warp was filled with the natural psychic forces of animals and plants, so that its energies flowed harmoniously and fluidly, creating a unifying force that moved psychically through all living creatures. When the first intelligent races developed, their individual and extremely potent minds filled the warp with new and very powerful energies.

However, while the natural energy of the warp was harmonious, the souls of men were often troubled, obsessive, guilt ridden, or otherwise imperfect. These negative energies congregated together in the warp, drawn to each other by mutual attraction, until they formed troublesome spots of disharmony, rather like a canker on a living tree or a tumour in an animal. These disharmonious forces eventually became the Chaos Powers, psychic entities created from the fears, repressions and inadequacies of humans and other intelligent species.

The Powers of Chaos began to grow even before the Emperor's time, but did not achieve their full power until many thousands of years later. During the Emperor's youth and early life the Chaos Powers were insufficiently strong to disturb the natural harmonies of the warp. The warp's energy was still free to flow through the psyche of living things, maintaining the oneness of nature and uniting all things under its care.

THE NEW MAN

Since the first primitive humans evolved the species had developed a special relationship with the warp. The simple hunters and harvesters of early times recognised the natural forces which flowed through all living things like a great river of life bringing sustenance to the dead earth. Some of these early humans were more sensitive than others to the hidden movements of the warp. They could sense the rhythm of the warp as its energies moved through living things, and sometimes they could predict the future by means of subtle variations in the flow of warp energy. The most successful of these humans assumed the role of shaman or tribal witch, and used their powers to benefit their people.

As human numbers increased and human civilisation grew away from its natural roots the particular warp energies created by humans began to dominate the warp. Where the energies of nature were harmonious and benign, those of man were often disharmonious and dangerous. Power, ambition, greed, lust and a thousand other human feelings took root in the warp and began to grow. As the thoughts and emotions of men became

stronger, the natural rhythms of the warp were disrupted and became less accessible to the shamans. Inevitably, the process of civilisation severed mankind's links with the natural forces of the warp, and created new ones based upon his own character. In time these disharmonious forces were to grow into the Chaos Powers.

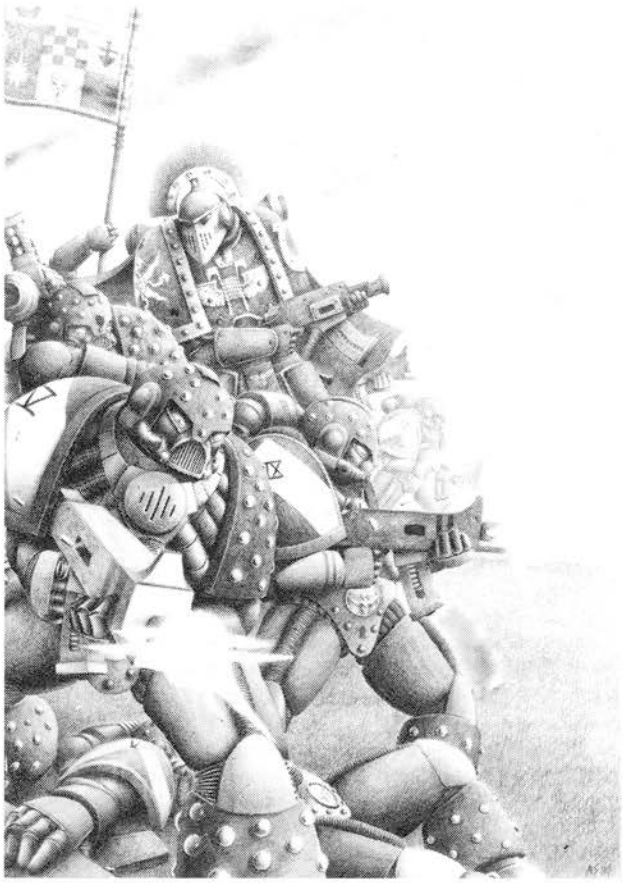
The Emperor was born while the rhythm of the warp still flowed strongly through all natural things. The old shamans were guided by the warp and in their turn guided their people. But even then the growing power of humanity was beginning to make itself felt, and the shamans feared that their knowledge and whole way of life would eventually pass away. The energies they depended upon were becoming increasingly difficult to tap. Worst of all, they were losing the ability to reincarnate. For as long as anyone could remember, when a shaman died his soul had flown into the warp and bathed in its energies, awaiting renewal in another body. Now, the souls were being lost, chased and consumed by the malignant Chaos Powers.

Terrified for the future of their race, all the shamans of Earth gathered in one place and began the longest and most important debate in the history of humanity, lasting centuries and leading to the birth of the New Man.

After hundreds of years of debate and research the Shamans came to the conclusion that they were doomed, and that without them the whole race would soon fall prey to the psychic entities it had created in the warp. At the same time the disruption of the natural rhythm of the warp would result in the inevitable decline of the whole planet. They divined a future when all of creation would be consumed by mankind's greed and ambition.

Although their own power was still strong the shamans realised that they could survive for only one or two further incarnations. They were not men to accept death easily. Many of them could remember the dawn of their race, when in other bodies they had walked under African skies. Having survived so long, for millions of years, it was not their way to die without hope or purpose. They therefore decided to pool their own energies by reincarnating in a single body. In their thousands they swallowed poison, and in their thousands they died, and their kind was gone from the earth.

Within a year the man later to be known as the Emperor was born. As he grew older his powers began to manifest themselves and he gradually remembered the thousands of lives that lay behind him. He was the New Man. But he was also the past. His powerful mind could still sift the natural energies of the warp, enter the lives of plants and animals, promote harmony, and ease the suffering of others. And he remembered how he was made to live forever, so that he would never have to reincarnate, but would survive unchanged for eternity. At last he remembered everything that had led up to his birth, and he left his own people to begin his endless journey around the world and through human history.

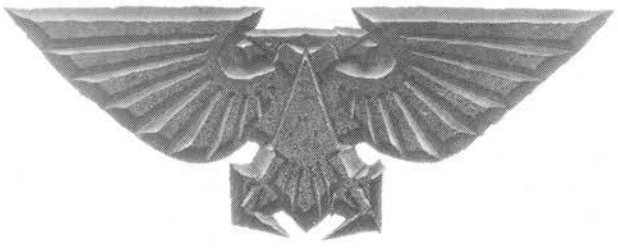


ADRIAN SMITH

THE EMPEROR AND HUMAN HISTORY

For thirty eight thousand years the New Man wandered over the Earth and through human history. At first he merely observed the world about him, but soon he began to help where he could, using his ancient wisdom to spread efficient government, crop management, animal husbandry, technology, and peace. He always used his influence carefully, adopting the guise of a normal man, and without revealing his true nature.

Over the millennia the Emperor watched the human race develop. He travelled the entire globe, watching and helping, sometimes adopting the persona of a great leader or advisor. In times of trouble he became a crusader, a religious leader or messiah, at other times he remained a back-stage contributor to events, an advisor to kings, a court magican, a pioneering scientist. Many of the guises he adopted were humble, others became monumental figures of world history or religion. At times of crisis he would be there, steering the human race along a narrow survival path that he alone could see.



THE EMPEROR AND THE POWERS OF CHAOS

As the human race prospered the warp became increasingly disturbed so that its flow could no longer sustain the planet as it once had. The New Man was aware of how the extreme sides of the human character were feeding the Chaos Powers. Despite his best efforts to promote peace and harmony, the instinctive values of martial honour, ambition, defiance, and self-satisfaction could never be eradicated. Some of the New Man's

plans were less than successful: seeds of wisdom often failed to flourish or grew into uncontrollable monstrosities leading to persecution and war.

The Chaos Powers sensed the presence of the New Man and his efforts to curb their own power and growth. Even before they became fully conscious the Chaos Powers recognised the Emperor as their greatest enemy. Khorne was the first of the Great Powers to wake fully, and an era of wars and conflict raged across the globe. Tzeentch was the next, and nations and politics grew to adulthood with all of their implicit intrigues and double-dealings. Nurgle was the third to awake and plagues swept across continents claiming many souls for the Lord of Decay. By the end of the Middle Ages all three of these Chaos Powers had awoken to full consciousness. The fourth Power, Slaanesh, still slumbered.

SLAANESH

So far we have talked about the Chaos Powers from a purely human point of view. However, they are not uniquely formed from human failings. The warp which flows through the entire galaxy touches upon many worlds and many races, its energies comes from all kinds of life no matter how alien or remote. Some of these life-forms are intelligent in a similar way to humans, and nurture similar hopes and dreams. Others are bizarre and incomprehensible creatures, but they may be still liable to conflict and unhappiness for all their unfamiliarity. Thus, while the aggressive and unstable race of man must be largely blamed for the growth of disharmonious forces in the warp, they are not alone its causality. Of all the alien races, the case of the Eldar is most relevant, for the Eldar were instrumental in creating the fourth Great Chaos Power Slaanesh.

TONY ACKLAND

The Eldar were already an ancient race when the Emperor was born. Just as the thoughts and emotions of humans tainted the energies their lives generate in the warp, so the character of the Eldar created its own unique disharmonies. However, the Eldar character is radically different from the human character in many ways. The senses and thoughts of an Eldar are heightened to a degree no human could understand, so his emotions and imagination are keener. An Eldar can know joy ten thousand times more potent than that experienced by any human, but he can also experience despair to the same degree. While no more disposed to good or evil than the average human, the typical Eldar can still conceive of the darkest evil and can aspire to the most perfect goodness. The Eldar themselves recognised the dangers posed by their own *Dark Nature* as they termed these destructive extremes.

With such a vivid imagination and finely honed senses, the universe presents the Eldar with a potentially endless source of pleasure and intellectual gratification. Even if they do not yield to that pleasure the temptation is still there, a constant source of disquiet to their waking mind. Slaanesh grew almost entirely from the unrealised pleasures of the Eldar. The living strove to deny their own secret desires, but when they died their shadow-selves melted back into Chaos, and their long-guarded temptations were released to feed the Chaos Power Slaanesh.

As Slaanesh swelled with energy his desperation to achieve consciousness was still restrained by the determination of all Eldar that he should remain unborn. His temperamental screams and self-tormenting nightmares echoed through the warp, disturbing its fabric, and causing madness throughout the entire galaxy. As the millennia passed, the birthing pangs of Slaanesh grew stronger and stronger, so that Eldar, humanity and other races began to be dangerously affected.

Scientific advances of the third and subsequent millennia AD brought some knowledge of the warp to ordinary humans. Although no-one imagined its true source of power, mankind learned how to travel through the warp and soon the stars were populated with human colonies. The New Man himself was instrumental in these scientific advances. He knew that while humanity remained bound within its own solar system the entire race remained vulnerable to extinction. His appearances during pivotal moments in world history enabled him to direct the course of human progress to some extent. Soon there were human colonies throughout the galaxy.

The birth pangs of Slaanesh made it all the more necessary that humanity progress as quickly as possible. Warp travel became increasingly difficult as the horror-torn dreams of Slaanesh became more intense. Even the other Powers of Chaos were weakened as the whole fabric of the warp writhed and twisted with tempestuous warp storms.

As a result, space travel became almost impossible, and many worlds were isolated for long periods of time. Human society broke apart and Earth was cut off from the rest of the galaxy altogether. This was the Age of Strife in human history - an age of anarchy and madness which even the New Man was powerless to prevent. The Age of Strife was only ended with the birth of Slaanesh, an event which was to bring new problems and fresh dangers.

THE BIRTH OF SLAANESH

The Eldar race was trapped by its Dark Nature which continued to assert itself more and more as Slaanesh's energies grew. The more their Dark Nature drove them into moral, artistic and social decadence, the more the Eldar fought against it. But it was hopeless. Slaanesh was like an expanding balloon straining outwards as pressure was building up inside. It was only a question of time before it burst.

Slaanesh sprung into the warp with a terrible howling scream, and a massive psychic shock-wave spread throughout the warp so that the shadow-self of every living creature was dealt a numbing blow. For the hyper-sensitive Eldar it was too much. The shadow-selves of the living were absorbed into Slaanesh, their bodies evaporated as Chaos boiled through their minds. Very few Eldar survived, and those that did were tragically affected by the fall of their race.

The psychic shock of Slaanesh's birth had two immediate effects. The catharsis effectively blew away the warp storms created by Slaanesh's torment, thus ending Earth's long isolation. However, the numbing psychic shock was so great that it could not be wholly contained within the warp.

Where the populations of Eldar were greatest, the warp literally spilled through their minds and mixed with material space. This created the scattered zones of warp overlap in the material universe, the largest and most significant of which is the Eye of Terror.

THE EMPEROR PREPARES

The whole structure of the warp was affected by the growth of the Chaos Powers, so that everywhere in the galaxy the psychic energies embodied by the Chaos Powers began to corrupt the natural energies of living things. While Earth was cut off by warp storms it was also protected from the malefic influences of Chaos which were already corrupting much of the human population of the galaxy - both in mind and in body.

It was, as the New Man knew, only a temporary respite. Once Slaanesh awoke, the incredible disturbance to the warp would disrupt its already enfeebled flow. After almost forty thousand years it was time for the New Man to take a direct hand in the future of humanity. It was time for him to become the Emperor.

On Earth the well ordered civilisations of the past were gone. Government had degenerated into global anarchy. From that anarchy the Emperor emerged - a saviour in the time of ultimate crisis. He led armies from the Antartic to Greenland, from the deserts of Amazonia to the mountains of Africa, his followers evergrowing in number and strength. His message was clear and vital: unite humanity and bring order to the galaxy.

JES GOODWIN

It was a popular message, a long dormant dream of union which the human voice took up with unstoppable enthusiasm. Over a hundred years before the waking of Slaanesh, the Emperor sought to establish his rule over the Earth and began to mould its people into a loyal army. He started to plan the re-conquest of the galaxy in anticipation of the dispersal of the warp storms around the planet.

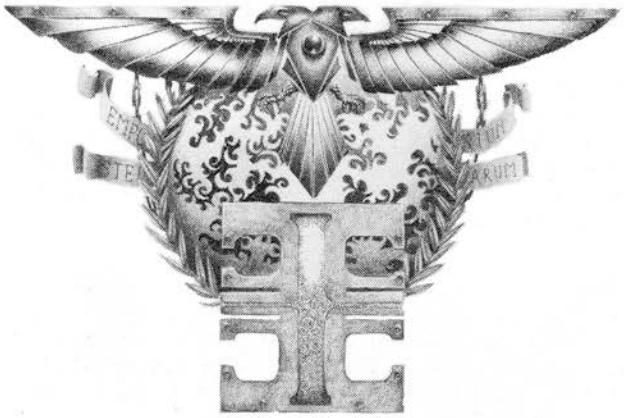
THE PRIMARCHS

The Emperor never made the mistake of underestimating the threat of Chaos, and in order to meet that threat he put the best scientific brains on Earth to work. Weapons and spacecraft poured out of the Martian factories to bolster beleaguered forces throughout the galaxy.

The Emperor's most long-sighted plan to counter the insiduous influences of the Chaos Powers was the creation of the Primarchs: genetically engineered super-humans with god-like powers. The Emperor's intention was to create a whole race of super-humans from the genetic blueprint of the Primarchs. By making them loyal and strong he hoped that they would prove immune to the malign psychic influences of Chaos.

The Primarchs were to be shining examples of humans free from the taint of corruption. The energy of the uncorrupted warp would flow through them as it flowed through the Emperor himself, invigorating them and conferring special powers such as were possessed by the shamans of old.

Unfortunately, things did not go quite according to plan. Despite the Emperor's best attempts to shield the project from the penetrating eyes of the Chaos Powers they still managed to learn of it. The Primarchs were still in their foetal stage, growing in special amniotic tanks, when the Chaos Powers combined their energies to spirit them away in an unexpectedly bold move.



Even for the Chaos Powers this kidnapping represented a colossal expenditure of energy. The Primarchs were sucked through the warp and scattered on separate human worlds in distant parts of the galaxy. The Chaos Powers did not have the resources to destroy the Primarchs, but they did the next best thing which was to hide them from the Emperor. They were to remain hidden until after the waking of Slaanesh.

THE SPACE MARINES

The Emperor had lost the Primarchs and the first action of his renewed war against the Chaos Powers. The Primarchs could not be recreated and even if this were possible there was not time to do it. The birth pangs of Slaanesh grew louder and louder as the time of his waking grew near. The Emperor evolved another plan. Using genetic material which had been imprinted from the Primarchs into laboratory gholems, some of their qualities could be reproduced as discrete biological organs. By implanting these organs into a young growing body a person with some of the qualities of the Primarchs could be created. In this way the first Space Marine Chapters were founded. Each Chapter utilised genetic material derived from one of the Primarchs.

THE GREAT CRUSADE

By the time that the warp storms were ended, the Space Marines and other Imperial forces were ready to begin their reconquest of the galaxy. The forces of Chaos were already strong, and many human worlds had been taken over by Chaos Cultists or other aliens. It was a long hard struggle, but with every victory the Imperium grew stronger as new warriors joined the Great Crusade.

The initial conquests concentrated in areas where the Primarchs had been hidden. Using his psychic powers the Emperor gradually located and found each of his original creations and united them with the Space Marine Chapters created from their genetic imprints. They seemed none the worse for their brush with Chaos, having grown up to be great leaders and warriors among the local human populations. In fact this appearance of normality was to prove deceptive, for some of the Primarchs had become tainted by their early contact with Chaos. With the help of the Primarchs the Great Crusade swept across the galaxy. Humanity rose to the task of rebuilding its ancient heritage, and everywhere the alien oppressor was defeated and driven out. Chaos retreated to its own realms, to the zones of warp-real space overlap such as the Eye of Terror.

THE HORUS HERESY

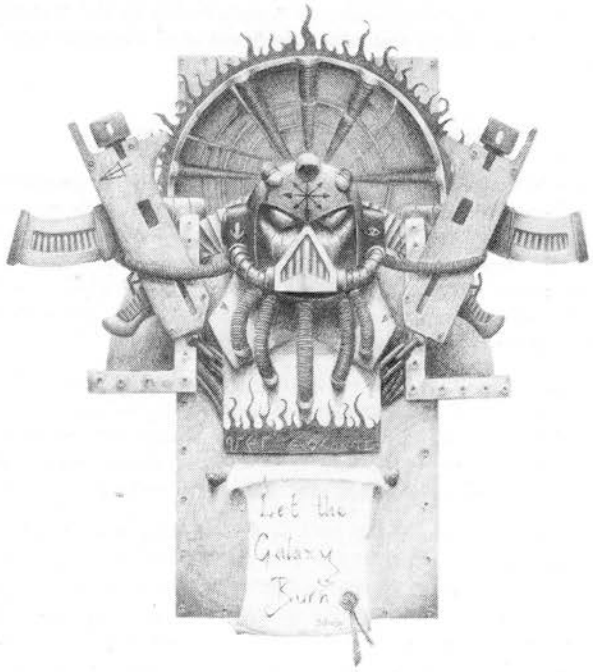
The forces of Chaos were not quite so easily beaten. They whispered to the Primarchs from the warp, disturbing their dreams with promises of power, appealing to their pride, their martial prowess, and their courage. No single Primarch was wholly resistant to these unspoken temptations. The character of each was sorely tested, and fully half of them failed that test. So subtle was their temptation that they never even suspected how their own loyalties were changing.

For example, Mortarion Primarch of the Death Guard Chapter fully believed that he was the herald of a new age of justice. Angron of the World Eaters genuinely thought that he alone could save humanity from destruction. Horus too, the greatest Primarch of all, was convinced of the virtue of the martial ideals for which he fought.

By appealing to their virtue and courage, they were tempted to lead their Space Marine Chapters against the Emperor. Initially, even the Primarchs had little idea that they had fallen to Chaos, but when they rebelled their good intentions gradually fell away as Chaos saturated their souls. By the same token the Marine Chapters that they led also turned slowly but inevitably to Chaos.

The leader of the rebellion was the Warmaster Horus, the greatest and most trusted Primarch of all. He had stood by the Emperor's side throughout the long years of the Great Crusade. They had fought back-to-back at the seige of Reillis when the Emperor saved Horus's life. On the battlefield of Gorro, Horus had repaid the debt by hacking the arm from a frenzied Ork as it struggled to choke the Emperor's life out of him.

Horus's fall came as a great shock to the Emperor. For a vital month the Emperor hesitated, stunned by the extent of Horus's treachery, unable to believe that his friend and general was really gathering forces against him. When the war finally broke out it was savage and bloody. Marine fought Marine as the rival factions battled for supremacy.



THE BATTLE FOR EARTH

The real tragedy of the Horus Heresy was the ruination of the Emperor's creations - not only the Primarchs but the Space Marines as well. The rebel forces spread material destruction and sorrow, but worse than that, they spread the corruption of Chaos everywhere they went.

Throughout the galaxy the forces of Chaos became stronger as humans were seduced by the values represented by the Chaos Powers and even to their worship. The Emperor's great spirit was weakened as the better qualities of humanity were perverted and misdirected by the subtle warping influence of Chaos.

Such was the position when the forces of Chaos gathered around Earth. The Lunar Bases, the bastion of Earth's defences, fell to Horus after a hard fight, and the rebel fleet moved into Earth orbit. After a brief battle the Terran defence lasers were quashed by heavy bombardment from space. The last squadrons of loyal fighters poured volley after volley into the huge ships but failed to penetrate even their shields. Once their last shots had been fired the pilots steered the fighters directly into the enemy craft. It was a gesture of defiance - no more.

Horus's drop ships fell like rain upon the Imperial palace, disgorging company after company of Traitor Marines. The palace spread over many square miles of corridor, courtyards and administrative buildings, and the fighting was fierce and determined. The Traitor Marines and rebel Imperial Guard units gradually forced back the loyal Marines and Emperor's Guards.

The defenders refused to give way, and the attackers were forced to win their way forward step-by-step over the casualties of both sides. In places the dead lay so thickly that corridors were blocked by the press of bodies.

THE DEATH OF HORUS

As the rebel forces slowly closed the draw-string upon the loyalist troops, the Emperor took up a defensive position with his bodyguard and Primarch Rogal Dorn of the Imperial Fists. The last hour of humanity had come and the few gallant defenders prepared themselves for certain death. It was then, when his victory seemed certain, that Horus made his one and only mistake. Some have said that it was no error, but the subconscious humanity of Horus that guided his actions and betrayed him. We will never know for certain.

Horus lowered the defence shields on his orbitting Battle Barge. At the time it seemed that he wished to use a psychic probe to witness for himself the final moments of the Emperor. It was his undoing, for as soon as the shields fell the Emperor became aware of his presence. The Emperor did not miss this crucial opportunity. Within a matter of seconds the teleport links were keyed to Horus's Barge and the Emperor, his immediate entourage and two loyal Primarchs, Rogal Dorn of the Imperial Fists and Sanguinius of the Blood Angels, were transported right into the nest of Horus itself.

Horus was the greatest of all Champions of Chaos, an Arch-Champion and Captain of the Great Powers - a Chaos Lord of the highest rank. As the Emperor and his band of warriors materialised inside Horus's Battle Barge they saw for the first time the full extent of the Primarch's treachery. The ship had been transformed into something so horrible that some of the Marines were sent instantly mad. Their minds were completely blasted by the sight, they gargled incoherently as they crawled and twisted on the deck. The faces of men and daemons leered at them from the bulkheads, they had no bodies, their flesh melted into the slimy black walls. With a disgusting sucking sound the creatures heaved themselves into the corridors, clawing and grabbing at the members of the boarding party.

It took only a few minutes to reach the bridge, though many brave men died in those minutes and hordes of no-longer-human things perished amidst the flames and singing bolt guns. There on the bridge the Emperor confronted his old Warmaster, only to discover Horus poised over the broken body of Sanguinius - the Primarch had found Horus first and had died at his hand.

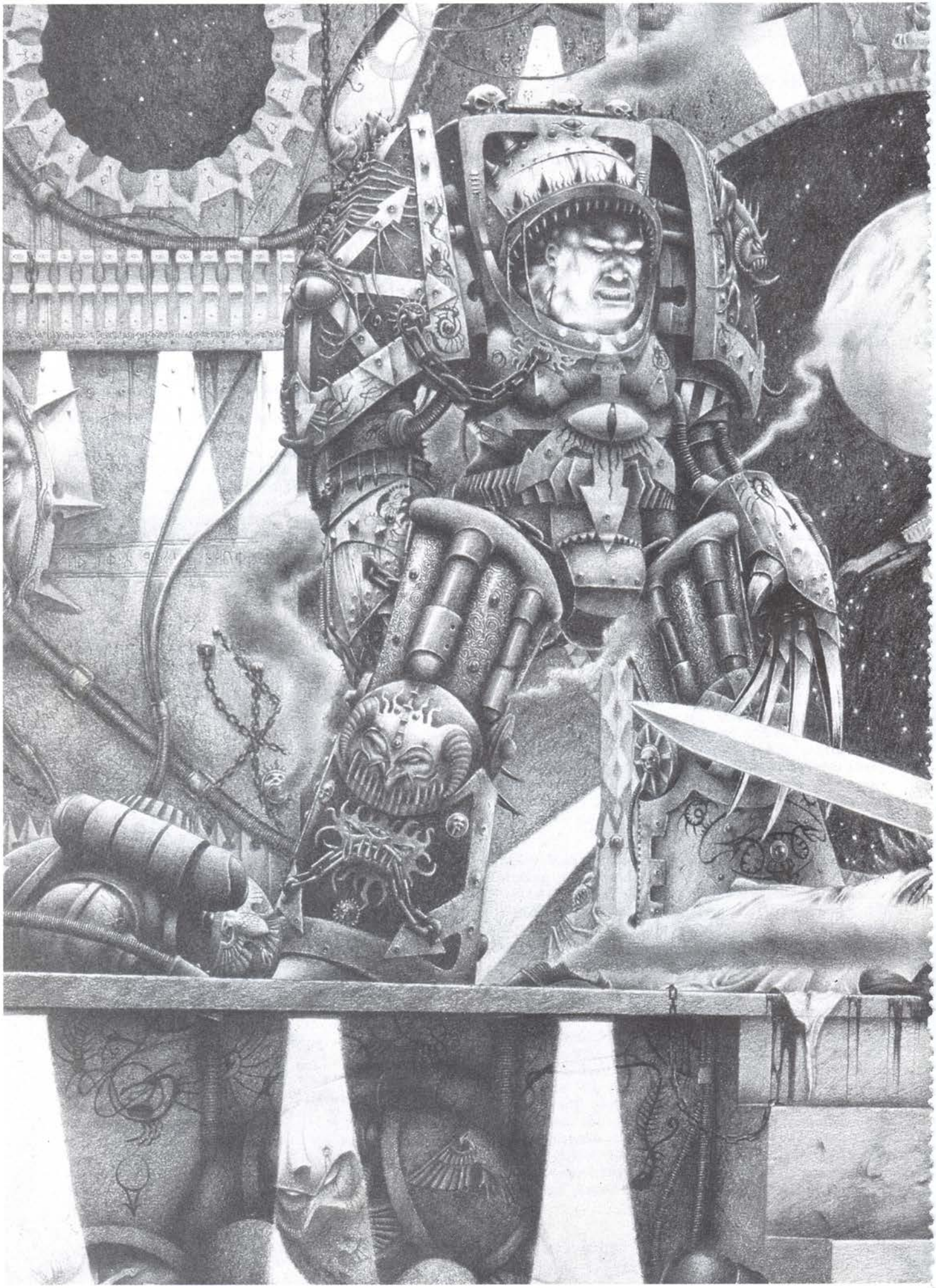
The Emperor launched his attack, as much a struggle between two old friends as it was a struggle for the fate of humanity. Both knew that whichever of them won would inherit the rule of the galaxy and become the undisputed Emperor of Mankind. If Horus won then Chaos would reign supreme and mankind would join the Eldar as a lost race.

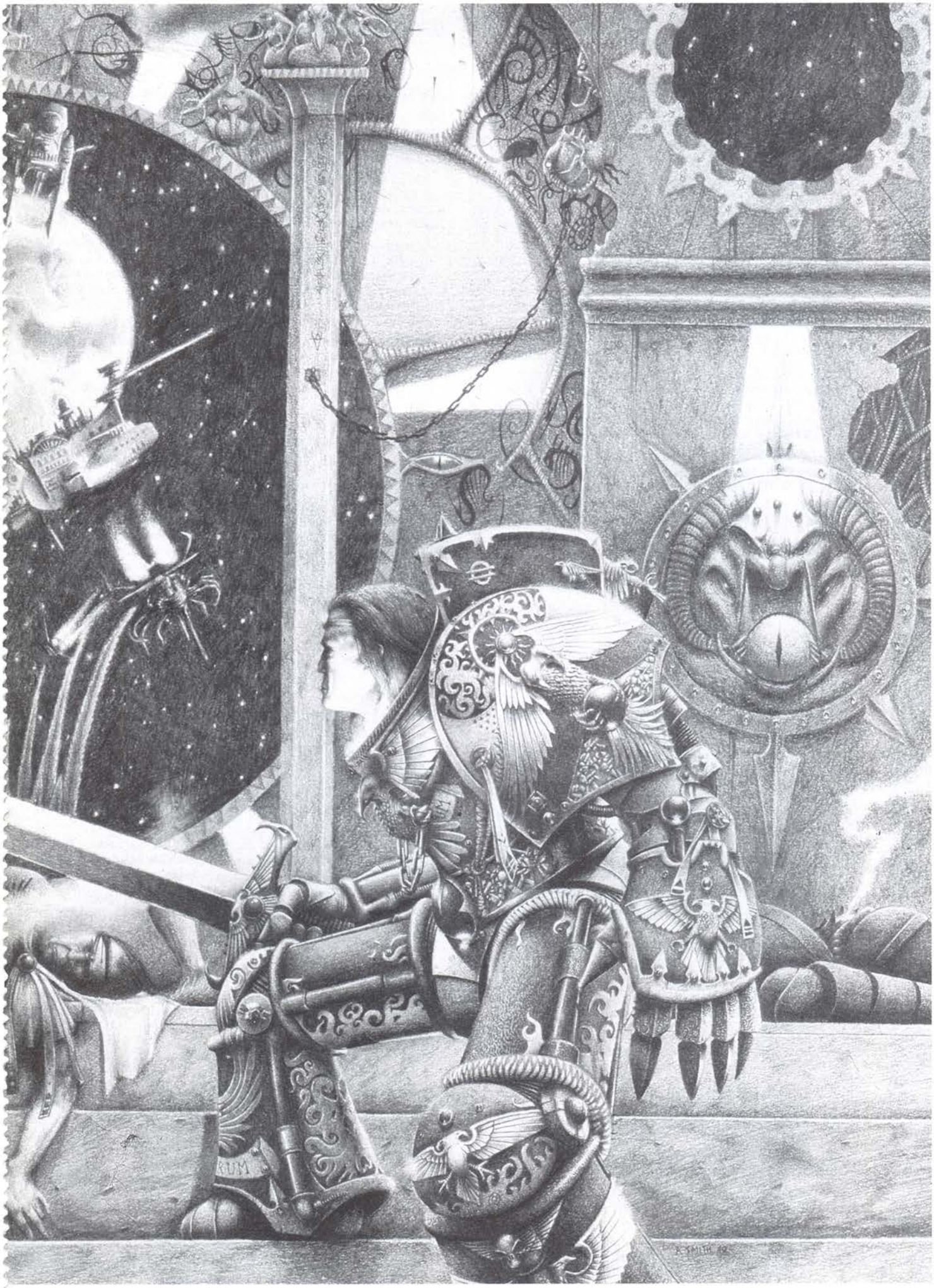
THE GOLDEN THRONE

The fight with Horus was waged both in the material universe and in the warp, their bodies and their spirits battling for survival. The Emperor's body was all but destroyed, and his psychic powers were also dealt a severe blow. The forces of Chaos melted away. Some of those not too long in the service of Chaos were suddenly free from its illusions and quickly switched sides, fighting with all the more vigour in their attempts to make amends for their treachery. Others whose corruption was more deeply rooted, seeing that all was lost, retreated to their ships and fled into open space. The Emperor's body was hastily returned to Earth and placed in a life-preserving bubble.

The life support unit known as the Golden Throne was quickly built to encase the Emperor. His powers survived, but his body was shattered. At first he was able to communicate semi-coherently for brief periods, later he lapsed into complete silence. That silence has remained undisturbed now for almost ten thousand years.

JES GOODWIN





ADRIAN SMITH

Even through the shields the impact makes the Imperial Palace shake. With a screech of tortured stone an angel topples from its alcove high on the throne room wall and crashes to the marble floor a kilometre below. It shatters into a million pieces. Splinters of stone flash across the hall like shrapnel.

From his throne the Emperor watches his warriors mill around in confusion. This hall holds ten thousand men, seasoned veterans, and all are now panicking. He knows they are more frightened by his silence than by the enemy. They look to him for leadership and he can give them none.

For the first time in his millennia-long life the Emperor knows despair. The magnitude of his defeat stuns him. The lunar bases have fallen. Most of the earth is under the Warmaster's heel. Rebel Titans surround the palace and are held at bay only by the desperate efforts of a few loyalists. It is only a matter of time before the palace's defences fail and the last bastions of resistance fall.

"Sire, what are your orders?" asks Rogal Dorn, massive dark-haired Primarch of the Imperial Fists. His golden armour has lost its lustre, is dented in a dozen places by bolter shells. The Emperor doesn't answer. He is lost within himself seeking answers to his own questions.

He has come at last to the dark place, the time of testing, the era hidden from his precognitive vision and beyond which he cannot see. The moment he has always dreaded has arrived. Is my time over, he wonders? Is this where it all ends? Is this why I have reached the limits of my prophetic powers. Is this where I die?

He feels bewildered. Even now, with the Traitor Warmaster's forces battering at the gate, he finds it difficult to believe that he has been betrayed.

Horus was more than a trusted comrade, more like a favoured son. Of all the Primarchs the Emperor relied on him most. Not for a second had the Emperor doubted him, not even when word had come from the Savage Worlds that the Warmaster was gathering forces. He had deluded himself that Horus must have good reason to do so without consulting him. I should have been warned by the failure of my precognition, he thinks.

"Sire, what are you orders?" asks Kane, acting Fabricator-General of the Adeptus Mechanicus. He stares at the Emperor, a trick of the light turning the glass slits of his brass mask into accusing eyes. Once more the Emperor does not reply. Kane's presence reminds him that not even the head of the Adeptus is to be trusted. His superior, the former Fabricator-General, has chosen to side with Horus.

On Mars civil war rages between factions of Tech-Priests. Ancient, forbidden weapons are being deployed. Viral plagues kill millions. Fusion bombs scar the earth.

So much will be lost. He thinks of the slow piecing together of the old science. The Librarium Technologicus is in flame now, ancient core data systems in meltdown. The time of re-building is over. The Great Crusade, as much a quest for lost knowledge as a war to reclaim the human worlds, is ended. The Warmaster's treachery has seen to that.

"Sire, what are your orders?" asks Sanguinius, angel winged Primarch of the Blood Angels. He gazes at the Emperor with blazing eyes, his face a mask of terrible beauty.

The Emperor knows they rely on him for guidance. They still believe in him. They think he can lead them from this trap. They are wrong.

Horus is the greatest general the galaxy has ever known. Who should know better than his creator? He is schooled by a century of warfare. There will be no way out, no loopholes, no flaws in the plan. The Warmaster would have to be mad to leave one.

The Emperor looks down on the faces of his followers, sees the trust written there, feels the weight of responsibility it brings. He knows that for their sake he must try, even if it is hopeless.

He casts forth his clairvoyant sight, lets his mind drift beyond the ruined gardens of the palace, over fields where colossal Titans battle by the twisted light of the sculpted moon. He sees the whole war spread out beneath him, his pitifully outnumbered legions being mown down by the traitor hordes. He reaches up to the sky, where he senses the fleet of battlebarges that rain orbital doom upon the tortured Earth. Amid those thousand glittering points he finds the Warmaster.

Hope flickers within him. The shields of Horus's ship are down. Briefly he wonders why. Is the traitor's confidence so overwhelming? Does he wish to witness the battle himself. Or is it a trap? The Emperor touches the ship and recoils from what he senses within. How could Horus have done this, made a pact with the ultimate abomination?

The Emperor comes to a decision. Trap or not, this is the only opportunity he will get. He has no option but to sieze it; the position is so desperate. Even as his spirit returns to his body, the ominous thought strikes him that the Warmaster must know this.

"What are your orders, Sire?" Sanguinius asks again. The Emperor's eyes snap open. His voice is full of authority.

"Prepare to teleport. We will take the battle to the enemy."

The men smile confidently. They now have a purpose. While he reels of the teleport co-ordinates they move, without question, to obey.

A flash of light, a feeling of coldness. They have teleported into the Warmaster's ship. The Emperor takes an instant to re-orientate himself and realises that something has gone wrong. He stands in a vast, warped chamber with only a few marines in attendance. The Terminators and the Primarchs are not present. How is this possible he wonders. Could Horus have disrupted the teleportation beam? Is he so powerful?

Insane voices gibber madly inside his skull. There are figures trapped in the stone walls of the vast room. Hands reach out for him, grasp at him with rock-like strength. He shrugs them off easily. His comrades are not so lucky. Bolters chatter and flash as the marines attempt to fight off their daemonic assailants.

A man screams as he is drawn into the dark and slimy walls. As he vanishes, ripples spread from his point of disappearance. The Emperor's sword lashes out, severing limbs, freeing trapped marines. He summons his psychic energies. A nimbus flickers around his head as he unleashes his power. A tidal wave of destruction rips through the daemons, leaving his own men unscathed.

He scans about him, seeking the Primarchs but the walls of the Warmaster's Battle Barge are resistant to his mindsight. He gestures for the surviving Marines to follow him.

They wander through a ship distorted beyond all recognition by the warping power of Chaos. Great sphincter-doors distend from walls of flesh-like stone. Transparent veins bear rivers of blood along conduits in the floor. Carpets of mucous cover a road of tongues.

Winged and distorted things that might once have been human flit through archways of bone and perch on ledges of rib. The marines gasp in horror. He exerts himself to calm them, psychically soothing their fear of this dreadful place. All the while he scans the area looking for the spoor of Horus. He knows now the nature of the pact the Warmaster has made and the dreadful consequences of his victory.

They pass pits that gape like glistening gullets in the floor and echo the beats of a distant giant heart. They are showered by waterfalls of stinking yellowish liquid that cascades down cliffs of carved cartilage. Sometimes they hear weapons fire but when they arrive at the source they find nothing.

Mists of rainbow vapour drift across their field of vision

obscuring corridors of carnivorous stone. Clouds of insects swarm over their faceplates and choke the extractors of their airpipes. They switch over to internal oxygen supply.

They are ambushed by scuttling skull-faced things in the armour of marines. They fight hordes of mutated beasts. One by one they die. In the end the Emperor stands alone. Then and only then is he allowed to enter the presence of Horus.

The Warmaster bestrides the body of a broken angel. Behind him the tortured earth fills the viewport, a bauble for Horus to seize with one clawed hand. Corpses of massacred marines lie everywhere.

Face glowing with internal bloodlight, Horus speaks. "Poor Sanguinius. I offered him a position of power in the new order. He could have sat at the right hand of a god. Alas he chose to align himself with the losing side."

The Emperor stands transfixed, trying to force frozen words from his tongue. In the end he can only whisper; "Why?"

Mad laughter rings out. "Why? You ask me why? Have all those millennia taught you nothing? Weak fool, your timidity prevented you from binding the forces of Chaos. You shied away from the ultimate power. I have bound it to my will and will lead humanity into the new age. I, Horus, Master Of Chaos."

The Emperor looks at his former friend and shakes his head. He sees the trap that has ensnared Horus. "No man can master Chaos," he says quietly. "You have deluded yourself. You are the servant not the master."

A look of rage transfigures the Warmaster. He stretches out a hand and a bolt of force leaps forth. The Emperor screams as agony wracks his body. "Feel the true nature of my power then tell me I am deluded," roars Horus, in the voice of an angry god.

Beads of sweat stand out on the Emperor's forehead, he steels himself against the pain. "You are deluded," he says.

Once again Horus gestures and lances of pure poison sear through the Emperor's veins. "I let you come here, old friend, so that you could witness my triumph. Kneel before me and I will spare you. Acknowledge the new master of mankind."

Desperately the Emperor summons his power and lashes out. Lightning flickers between the combatants. The stench of ozone fills the air. The Emperor leaps forward, sword raised. Weapons clash as battle is joined on every level: physical, spiritual, psychic.

Bolts of force flicker as mortal gods clash, balancing the fate of the galaxy on every blow. Runesword and lightning claw ring against each other with a sound like thunder. Energies potent enough to level planets are unleashed.

A backhand buffet from Horus knocks the Emperor through a stone bulkhead. The counterstroke tears a supporting column out of the ceiling as the Warmaster ducks.

In the warp the Emperor hears the Chaos Powers howl as they feed their pawn more power. The Lord of Humanity stands alone against their massed might and knows that he is losing. Somehow he cannot bring his full force to bear on the Warmaster. Horus shows no such restraint.

A lightning claw cuts the Emperor's armour as if it were cloth, sheers through flesh and bone. The Emperor ripostes with a psychic stroke intended to disrupt the Warmaster's nervous system. Horus laughs as he deflects it.

His claws take the Emperor across the throat, opening windpipe and jugular. Another blow severs the tendons of his wrist, causing the sword to drop from nerveless fingers.

Insane laughter echoes round the chamber. Horus breaks several ribs with an almost playful punch. A surge of energy seers the Emperor's face, melting the flesh till it runs, bursts an eyeball, sets the hair alight. The Emperor stifles a whimper, wonders how he can be losing. Blackness threatens to engulf him.

Horus grasps his wrist, splintering bones. Blood pumps from the Emperor's throat. Horus lifts his foe above his head and brings him down across his knee, breaking his spine.

For a second the Emperor knows only darkness then a flare of agony brings him back to consciousness as Horus rips his arm from its socket. The Warmaster howls with bestial triumph.

Suddenly the battering stops. Through his good eye the Emperor sees a solitary Terminator has entered the room. The marine charges towards the Warmaster, stormbolter blazing. Horus look at him and laughs. For a moment he stands triumphant, allowing the marine to see what he has done to his Emperor.

The Emperor knows what is going to happen next, sees the gloating triumph on Horus face. There is no trace of his friend left there. There is only a daemon driven by insane destructive fury.

Horus turns his burning gaze on the Terminator and the marine's flesh flakes away to reveal his skeleton then even that is gone, reduced to dust.

The Emperor sees the trap that has been set for him. He has been restraining himself, trying not to hurt one who had been as a son to him. Now he sees that there is no trace of his trusted comrade left. He knows that he must stop this semblance of his former friend and avenge the fallen Terminator. He strike one deadly blow. He will get no other chance.

He gathers every particle of his power, focuses it into a mighty bolt of pure force, more coherent than a laser, more destructive than an exploding sun. He aims it at Horus, a lance of power destined for the madman's heart. Horus senses the upsurge of energy and turns to face the Emperor, a look of horror on his face.

The Emperor lets fly. It strikes the Warmaster. Horus screams as destruction rains down on him, twisting and writhing in titanic agony. He strives frantically to counter the Emperor's deathblow but his struggles become ever more feeble as the lethal energies play over him.

Driven by all the force of his rage and pain and hatred the Emperor wills Horus's death. He senses the forces of Chaos retreat, disengaging themselves from their pawn. As they do so sanity returns to the Warmaster. The Emperor sees realisation of the atrocities he has comitted flicker across Horus' face. Tears glisten there.

Horus is free but the Emperor knows he himself is dieing and that the Powers Of Chaos may once again possess the Warmaster and he will not be there to stop them. He cannot take that risk. Horus must die. Yet for a second, looking into his old friends face, he hesitates, unable to do the deed. Then he thinks of the slaughter that still goes on outide, may go on forever. Resolve hardens within him.

He forces all mercy and all compassion from his mind, empties it of all knowledge of friendship and camaraderie and love. His eyes lock with Horus and see understanding there. Then with full cold knowledge of what he is doing the Emperor destroys the Warmaster.

Rogal Dorn enters the chamber. Horror fill him as he sees the mutilated form of the Emperor and the shrivelled husk inside the Warmaster's armour. He curses himself for taking so long to fight through the Chaotic hordes. He knows now why their attacks ceased and why the ship is reverting to normal.

He rushes to the Emperor's side, detecting the faint pulse of life. Perhaps there is yet hope. Perhaps the ruler of the Imperium may live. Dorn will do his best to ensure it.

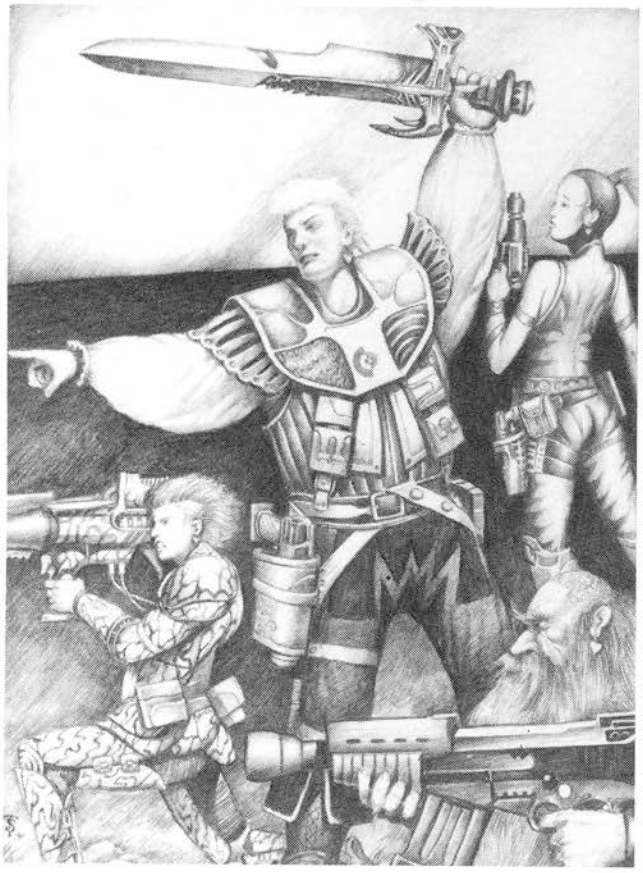
WILLIAM KING

HE STAR CHILD

During his fight with Horus the Emperor's body was mortally wounded and only the immediate recourse to a life-preserving stasis bubble saved him. The damage done to his spiritual powers was no less severe than that done to his body, for the battle with Horus had been waged in the warp as well as in the material universe. As their bodies hacked and hewed at each other, so their spirits grappled for mastery in the warp. Though the Emperor was more powerful, the struggle was a close one because Horus was aided by the daemonic forces of the Chaos Powers. In one important aspect the Emperor was so inferior to Horus that he could not seriously expect to match his adversary. For the Emperor, despite his powers, was still a human being, while Horus had shed the last vestiges of humanity. No longer troubled by human pity or friendship, Horus rained blow after merciless blow upon the Emperor, but the Emperor pulled his own blows and pleaded with Horus to stop his attack on Earth. The Emperor still believed that somehow he could rescue his old friend from the corruption that had overthrown him.

THE DEATH OF HORUS

When the battle ended it was Horus who lay dead at the feet of the Emperor. Some might say that the Emperor had no choice, that had he not done this then Horus would have killed him. But this is not the reason why the Emperor renewed the fight in earnest. The Emperor slew his Warmaster because he was forced to realise that there was no hope of rescuing Horus from the grip of Chaos, and that he, the Emperor, had failed his friend and, in doing so, had failed all of mankind.



STEPHEN TAPPIN

CHAOS TRIUMPHANT

When the Emperor confronted Horus he was faced with the corruption of Chaos at first hand. It could not have been difficult for him to envisage a future universe where Chaos was triumphant and all humanity had become as corrupt as Horus himself. This vision was as repellent to the Emperor as it would be to any right-minded human being. Yet the victory of Chaos seemed certain, for Chaos wormed its way into the minds of humans by exploiting their natural human emotions: their hope, friendship, independence, and other human characteristics which were not in themselves evil. Even the Emperor was not invulnerable. Just as Horus had been corrupted, he too ran the risk of being perverted by the touch of Chaos. But the Emperor was the embodiment of the uncorrupted warp and for him to be tainted by Chaos would be a catastrophe unparalleled since the fall of the Eldar and birth of Slaanesh.

CHAOS DEFEATED

As the Emperor confronted Horus he drew upon the energies of the warp as he had never done before, his frame grew and swelled with power, discharging crackling bolts of energy like a god of thunder. When the Emperor plunged his sword into Horus, the energy of the warp flowed through the Emperor, down his sword and into Horus, burning the Warmaster's flesh and sinew and destroying him in a searing flash. But the Emperor had over extended his own powers, for no man of living flesh could act as the vessel for so much power and survive. The charred husk of the Emperor fell to the ground amidst a pall of smoke and darkness.

THE LIVING DEATH

As the Emperor lay dying his psychic energy ebbed from his body. The immortality which had sustained him for so many centuries was no more, and the weight of age descended upon him. His body shrank and his bones cracked, his eyes sank into his skull and his skin darkened so all that remained inside his armour was a shrivelled mummy-like thing.

Released from his body, the Emperor's psychic power, his soul, was cast adrift upon the tides of the warp, to be carried on the

random undercurrents and eddies of the Sea of Souls until such time as it was ready to be reborn. Although the Powers of Chaos hunted tirelesly through the warp for the Emperor's soul they could not find it. The warp is huge, and its energies dispersed and flowing. Like the shamans of ancient times, the Emperor was at one with the whole warp, so his soul melted easily into it and so remained hidden from the Chaos Powers.

The Emperor's body was taken and placed in a life support machine. Although he was dead by any ordinary understanding of the word, while some of his cells still lived they provided a link through which his spirit could communicate with the material universe. While his body was relatively fresh it could be animated, and was even to speak a little. Thanks to this the Emperor was able to supervise the construction of a special psychic life-support machine called the Golden Throne.

Even the Golden Throne cannot keep the cells of the Emperor's dead body alive forever. Over the millennia the link between his soul and body has become increasingly tenuous. Worse of all, the Powers of Chaos have begun to infiltrate his mind, sowing seeds of doubt, dissolution and fear.

It is impossible to say for how long the Emperor can survive in this condition. It is unlikely that even he really knows how much time is left to him before the tenuous hold upon his physical body is broken by weakness or finally rent apart by insanity.

THE STAR CHILD

As the spirit of the Emperor drifted through the warp it gradually dissolved into the flow of energy, returning to the cosmic force of the nature of the warp in its uncorrupted form. Only a tiny core of the Emperor's humanity remained whole, like a small child bobbing upon the tide of a colossal storm in a tiny reed boat.

Thus the soul of the Emperor was cast adrift into the warp. While the Emperor's soul survived there was still hope for mankind. For just as the New Man had been born from the collective souls of the shamans of old, so the Emperor's soul might be reborn one day. But that day would lie far in the future, when the cries for a new saviour would strengthen the core of the Emperor's soul and rekindle it into new life.

Meanwhile the soul of the Emperor was a merely a potential, a child awaiting birth, the Star Child.

The humans that were left in charge of the Imperium had no real understanding of what had happened to the Emperor. The concept that he could be born again never occurred to them. To the rulers of the Imperium the Emperor continues to live, though his body was broken, by means of his indisputable powers.

Only a few select individuals learned the secret over the following millennia, and they became the highly secret brotherhood known as the Illuminati. The Illuminati await the birth of the Star Child and the second coming of the New Man. They know that their knowledge makes them dangerous heretics in the eyes of the Imperium, and consequently maintain a strict secrecy over their activities.

Meanwhile the Illuminati remains a secret force in human space, working away behind the machinery of government and commerce, preparing the way for the rebirth of the New Man.

STEPHEN TAPPIN

THE SENSEI

When a Champion of Khorne, Nurgle or any other Chaos Power pledges himself to the service of his Patron Power, his very soul becomes part of the Power's energies. The Star Child also has his Champions, known as the Sensei. Although they do not necessarily know their true identity, these people are actually descended from the Emperor's own descendants, and their genetic structure is similar to his. Not all the Emperor's descendants are Sensei, and almost none of them realise that they carry genes from the Emperor or that it is this which gives them their powers.

The fortuitous combination of genes the Sensei have inherited from the Emperor makes them very special. Their most important trait is their immortality. Although they can be killed they do not age, and possess amazing powers of recovery. They are also protected from the Chaos Powers, and the untainted flow of the warp can move through them unimpeded. A Sensei cannot experience hate, bitterness, or irrational anger, because these things are part of the disharmony of the Chaos Powers. They radiate natural confidence and harmony, and can even draw upon the energies of warp to use their psychic powers. Sensei do not risk attracting daemons or other malicious psychic forces by using their powers. Being untainted by Chaos they are utterly invulnerable to the predations of the Chaos Powers. In fact because they harbour no trace of the emotions and concepts embodied by the Chaos Powers they are largely invisible to them.

Sensei are heroes who wander throughout the galaxy, sometimes in the company of a select band of other powerful heroes. The psychic powers of a Sensei make him a dangerous heretic in the eyes of the Imperium, so that he and his followers

JES GOODWIN

risk capture and death at the hands of the Inquisition or other Imperial forces. They are not so much the enemies of the Imperium as of repression and injustice in all their guises. Repression exists throughout the Imperium, much of it justified, but not all by any means. Wherever a Sensei appears he can be sure of huge popular support, while the forces of oppressive government recognise him as an implacable foe.

THE SENSEI ADVENTURER BANDS

The Imperium regards the Sensei and their followers as dangerous bandits, nihilists and psykers who, if not actually in league with Chaos, are weakening the bulwark which the Imperium has set against its threat.

All over the Imperium, forces are deployed to chase groups of Sensei, and in their turn the Sensei are forced to operate as outlaws. However the conflict does not weaken the resolve of either side. The Imperium is strengthened by the resolve of the Imperial forces, while the Sensei are spurred by their battle against cruelty and oppression.

Sensei outlaw bands are known as Adventurer Bands. They occur all over the Imperium as the champions of underdogs and scourge of authority. They hide in underground caverns, or deep inside cities, or lead freedom fighters from the forests and mountains. Some sail the seas as pirates and operate from secret islands and coves. Others sail space itself as pirates of a different kind, boarding and robbing Imperial cargo vessels as they move ponderously between planets. Everywhere they champion the poor against the rich, the oppressed against the oppressors. They are brave, they are popular, and they see themselves as the enemies of both Chaos and repression.

CREATING A SENSEI ADVENTURER BAND

The Star Child represents the human part in the unity of the warp, the flow of psychic energy which permeates all living things including mankind. The Star Child is able to reward Sensei Champions in a similar manner to the other Powers. The Star Child does not award his followers Chaos Attributes - the abilities he grants to his Champions are based more upon their needs and their ability to cope with them than upon the caprice of Chaos. The Star Child's gifts are those of a caring and humane Power and his Sensei Champions are not subject to the same whimsical and unfathomable behaviour as the Champions of the Great Powers.

It is a simple and entertaining matter to create a Sensei Adventurer Band in much the same way as creating a Champion's or Cultist Warband.

An Adventurer Band can fight any of the forces of Chaos, and you might choose to run an Adventurer Band as part of a narrative campaign involving Chaos Warbands. A Sensei Adventurer Band can also fight any forces of the Imperium, including Space Marines, Imperial Guard, and so on.

HOW TO CREATE A SENSEI

A Sensei is an immortal descendent of the Emperor, whose forefathers were born during the long ages when the Emperor roamed over the Earth in the guise of a mortal man. Only a very few of them know that they carry the Emperor's genes; most have no real idea of their origins. Although some of them are now well over ten thousand years old, they still retain their youthful optimism and appearance. They are natural rebels and have been leading the struggle against oppression all of their lives, either on their own or in the company of an Adventurer Warband.

1. Generate the Sensei's basic profile from the chart below. Ignore the + numbers on Ld, Int, Cl and WP for WH40K.

D100 Starter Profile

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-50	Sensei	4	5	5	4	4	2	6	2	10+3	10+3	10+3	10+3
51-75	5 Hero	4	6	6	5	4	2	7	3	10+3	10+3	10+3	10+3
76-85	10 Hero	4	7	6	5	5	3	7	4	10+3	10+3	10+3	10+3
86-95	15 Hero	4	7	6	5	5	4	8	4	10+3	10+3	10+3	10+3
96-99	20 Hero	4	8	6	5	5	5	9	5	10+3	10+3	10+3	10+3
00	25 Hero	4	8	7	5	5	5	9	5	10+3	10+3	10+3	10+3

2. The Sensei is born with the Mark of the Star Child. This is different to the Mark of Chaos granted to Champions of Chaos, and there is no associated Chaos Attribute.

The Mark of the Star Child

The Mark of the Star Child is the ability to draw upon the energy of the Star Child in hand-to-hand combat. Whenever the Sensei hits an opponent in hand-to-hand combat his blow is worked out with a strength equivalent to the Sensei's strength plus the score of a D6. So, for example, an ordinary Sensei has a strength equivalent to 4+D6 or 5-10. Results of greater than 10 are worked out with a strength of 10.

3. The Sensei is now ready to receive his followers. As Sensei live forever and their followers do not, a Sensei's Warband will change throughout his lifetime. We assume that the Sensei is raising new followers all the time. Go to the Adventurer Band Table and roll D4 times to determine the Sensei's initial followers.
4. The Sensei must equip himself and his followers using the Technical Equipment Charts given later. To determine the number of points the Sensei begins with roll a D6 for every member of the band and add the total together. A Sensei with two followers begins with 3D6 points, for example.
5. Once the Adventurer Band has been assembled the player is ready to take on Chaos Warbands of Renegades as part of an extended narrative campaign

THE SENSEI'S PROGRESS

1. After each battle the players establish victory points using the table below.

Sensei Champion

Surviving the game and on the winning side	5
Surviving the game and on the losing side	3
Each Champion of Chaos slain	5
Each enemy daemon slain	5
Each other enemy model slain	1
None of own models slain	5
Each of own models slain	-1
More than 1/2 own force slain	-5

The Sensei is entitled to a Star Child Reward for every ten victory points accumulated so far. When he earns a new reward generate it from the Star Child Rewards Table given later.

2. Every time a reward is granted the Sensei may also gain one or more new followers. Roll a D10 to determine if new followers join the Adventurer Band.

   1-3 No new followers join the Sensei this time.

   4-8 A new follower joins the Adventurer Band. Roll once on the Adventurer Band Table.

   9-10 Two new followers join the Sensei's Adventurer Band. Roll twice on the Adventurer Band Table.

3. Every time the Sensei is joined by a new follower he also gains D6 points to spend on new equipment. This equipment is bought from the Technical Equipment Charts in exactly the same way as initial equipment. Although there is no obligation to spend all, or any, points specifically on the new follower, the Sensei will naturally ensure that the newcomer is equipped with at least the absolute minimum of weaponry. The new follower must therefore be bought at least one pistol weapon or given a pistol weapon already owned by the Band.

APOTHEOSIS

The Sensei Champion fights on, gaining rewards and new followers from game to game. The player keeps track of the number of rewards received, equipment held, and any unspent equipment points hoarded. The Sensei continues in this way until he is slain or until he rolls an *Apotheosis* result on the Star Child Rewards Table. When this result is rolled the player counts up his total number of rewards already awarded.

1. If the Sensei has 6 or more rewards then his heroism and valiant deeds have touched the sleeping mind of the Star Child. The Sensei is drawn through the warp to commune with the Star Child. The Sensei passes from the mortal world and becomes one of the special servants of the Star Child known as a Sensei Master.
2. If the total is less than 6 the Sensei is not yet ready to join the Star Child in the warp; instead the Star Child gives his Champion +1 attack and +1 wound. If the Sensei was previously unaware of the Star Child then this encounter will bring him to full knowledge of the existence and aims of the Star Child

THE DEATH OF A SENSEI

Once the Sensei has been killed or achieves Apotheosis the player can start another Adventurer Band from scratch, or can generate a new Sensei to take over the existing Adventurer Band. If the Adventurer Band already includes a second Sensei he can make it his own.

THE SENSEI MASTER

Just as a successful Champion of Chaos can become a Daemon Prince, so the valiant Sensei can become a Sensei Master - the equivalent to a Daemon Prince of the Star Child. This happens automatically if the Sensei rolls an *Apotheosis* result on the Star Child Rewards Table and already has 6 or more Star Child Rewards. The Sensei vanishes from the material universe as his spirit is drawn into the warp where it is absorbed into the Star Child. However, the Sensei's individual mind and personality is not destroyed - it can emerge from the Star Child at any time and manifest itself as a Sensei Master. The Sensei Master looks just like the Sensei it evolved from. In fact a Sensei Master can return to the material universe and walk around quite unnoticed, visiting old friends and speaking with them if he wishes. However, a Sensei Master would only do this if his mortal friends were in some kind of danger.

Because the Sensei Master retains a strong emotional attachment to his old comrades, he can intervene to help out his old Adventurer Band and its new Sensei during a battle. Once during a battle, the player may call upon the Sensei Master to help. Once, before making any dice roll for any member of the Adventurer Band, the player may declare he is calling upon the Sensei Master, and may then add +D6 to the dice result (or deduct the same amount if preferred).

ADVENTURER BAND TABLE

The table given below is used to create the Adventurer Band. Adventurer Bands are generally quite small, but consist of dedicated characters who are often heroic individuals in their own right. In many cases they are rebel commanders, pirate Captains, or other influential leader who choose to identify themselves closely with the Sensei. This table gives profiles in terms of both WFB and WH40K. You can use either system and there is not reason why you should use theWFB profiles with WH40K if you wish.

For each new follower that joins the Sensei, the Band automatically acquires D6 points to spend on new equipment from the Technological Equipment Chart. These points do not have to be spent on the new arrival, although he will obviously need some sort of weapon and basic gear. Points can be hoarded if the player wishes to save for an especially large weapon or other item.

D100 Result

01-35 Rebel Human Leader

A famous human rebel joins your Band. He has been fighting against cruelty all his life and is reckoned a something of a local hero. Generate his profile as follows.

D100	Profile WFB	Profile WH40K
01-20	Level 5	Champion
21-40	Level 10	Hero
41-60	Level 15	Hero
61-80	Level 20	Hero
81-00	Level 25	Major Hero

36-45 Rebel Human Psyker

A rebel psyker joins your band. He is sufficiently powerful to have also avoided any contamination by Chaos. Generate his profile as follows.

D100	Profile	Profile WH40K
01-20	Level 5	Champion
21-40	Level 10	Hero
41-60	Level 15	Hero
61-80	Level 20	Hero
81-00	Level 25	Major Hero

The Psyker has a randomly determined Psionic Level of 1-4 (roll a D4) and 2D6 Psionic Power Points per level. He will have the standard number of psionic abilities for a psyker of his level and these are determined randomly.

46-55 Squat Rebel Leader

The Aventurer Band is joined by a Squat from the Home Worlds. Generate his profile as follows.

D100	Profile WFB	Profile WH40K
01-20	Level 5 Dwarf	Champion
21-40	Level 10 Dwarf	Hero
41-60	Level 15 Dwarf	Hero
61-80	Level 20 Dwarf	Hero
81-00	Level 25 Dwarf	Major Hero

D100 Result

56-60 Ogryn

Although Ogryns are tremendously loyal to the Emperor, not all Ogryn worlds belong to the Imperium. Generate the Ogryn's profile as follows.

D100	Profile WFB	Profile WH40K
01-20	Basic Ogre	Basic
21-40	Level 5	Champion
41-60	Level 15	Hero
61-80	Level 20	Hero
81-00	Level 25	Major Hero

61-80 Sensei

The Adventurer Band is joined by another Sensei. Randomly generate his level as for a Sensei Champion as described in the main text, but note that his level cannot be greater than that of the Band's leader. He brings a further D6 points of personal equipment, but this must be used to equip the Sensei himself. This is in addition to the normal D6 points gained for each new follower (see Technological Equipment Chart).

81-95 Navigator

The Adventurer Band is joined by a Navigator. Navigators are especially useful to the Sensei because they enable to band to travel through space to fresh worlds. Randomly generate his level from the table below.

D100	Profile WH40K
01-25	Basic
26-50	Champion
51-75	Hero
76-00	Major Hero

96-00 Eldar

The Band is joined by a lone Eldar who has left his Craftworld to undertake some personal quest. The Eldar will not speak of his motives nor of his life before he joined the Sensei. His profile can be generated a follows.

01-20	Level 5 hero
21-40	Level 10 hero
41-60	Level 15 hero
61-80	Level 20 hero
81-00	Level 25 hero

WEAPONS FOR SENSEI ADVENTURER BANDS

Intially the Sensei has D6 points for himself plus D6 for every member of his Band to spend on technological equipment of their choice. He also receives a further D6 points every time he receives a new follower.

Points can be hoarded rather than spent, and then used to buy particularly expensive items. The player keeps a track of his points total and the equipment he buys with it. When new followers are gained they must be equipped from the points accrued. However, some followers have a certain amount of equipment when they join up as indicated on the table.

The cost of grenades and missiles is given as the cost of enough missiles or grenades to last one model for one entire game irrespective of the number actually used - even if this is none at all. If grenades or missiles are not used in the game they are assumed to be defective and useless. The exceptions are Psykout and Vortex where the cost is per grenade or missile, and individual grenades or missiles not used during a game are carried over to the next.

TECHNICAL EQUIPMENT CHART

Flak	1
Mesh	2
Power Armour	6
Terminator Suit	50
Conversion Field	3
Displacer Field	2
Refractor Shield	2
Stasis Field	12
Autogun	2
Bolt Gun	2
Flamer	2
Graviton Gun	4
Lasgun	1
Meltagun	8
Needle Gun	1
Plasma Gun	6
Sniper Rifle	2
Shotgun	1
Shuriken Catapult	5
Auto Pistol	1
Bolt Pistol	1
Digital Weapon	50
Hand Flamer	2
Laspistol	1
Needle Pistol	1
Plasma Pistol	4
Shuriken Pistol	1
Web Gun	2
Chainsword	2
Power Axe	6
Power Glove	15
Power Sword	7
Force Rod	40
Force Sword	40
Force Axe	40
Assault Cannon	21
Auto Cannon	35
Conversion Beamer	50
Grenade Launcher	15
Heavy Bolter	15
Heavy Plasma Gun	50
Heavy Stub	10
Heavy Webber	20
Lascannon	90
Missile Launcher	30
+D6 Frag or Krak Missiles	
Mole Mortar	50
Multi-laser	50
Multi-melta	50
Shuriken Cannon	50
Thudd Gun	50
Anti-plant Grenades	1
Blind	1
Choke	1
Krak Grenade	1
Super Krak Missile	2
Hallucinogen	1
Haywire	2
Knockout	1
Melta	2
Photon	1
Plasma	2
Psykout (1)	10
Rad	2
Scare	1
Smoke	1
Stumm	1
Tanglefoot	1
Toxin Gas	2
Virus	3
Vortex (1)	50
Web	1
Bioscanner	1
Communicator D6	1
Energy Scanner	1
Flight Pack	4
Frenzon Dispensor	1
Infra-visor D4	1
Jump Pack	1
Phase-field Generator	50
Rad Counter	1
Respirator D4	1
Suspensor	2
Targeter	2

STARCHILD REWARDS TABLE

The Star Child Rewards Table is used to give rewards to a Sensei in the same way as Champions of Chaos are given rewards from the Chaos Rewards Table. Star Child rewards are not divided into gifts and attributes - in effect all of these rewards are gifts as none are harmful and most are beneficial.

If a Sensei gains a reward for a second or subsequent time then he can pass it on to one of his followers. He does not have to pass the reward on if he can use it himself. *Sword Master* and *Marksman,* for example, can be applied several times until the Sensei's characteristic reaches its maximum. If rewards are passed on to followers the whole Adventurer Band will gradually become more like the Sensei himself. This represents the spreading power of the Star Child as the untainted warp is directed through the minds of the Sensei's followers, driving out the dangerous and unbalanced mental processes which are associated with the Chaos Powers.

01-10 PROTECTOR

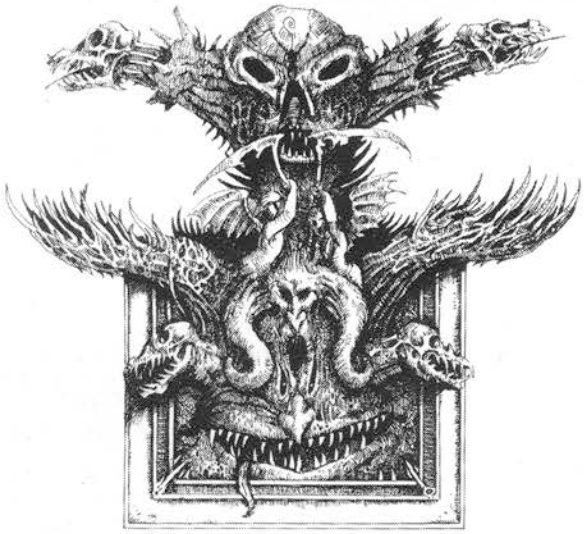
The Sensei acts as a focus for the protective powers of the Star Child - powers which naturally help preserve his followers. Any member of the warband within 6" of the Sensei model may retake any failed saving throw once. This applies to any save, be it against shooting, hand-to-hand combat, or psychic attack where appropriate. The Sensei himself also benefits from this second saving throw.

11-15 DAEMON SLAYER

The Star Child passes a little of its own powers into the Sensei, allowing him to channel more warp energy against daemonic foes in hand-to-hand combat. All hand-to-hand combat attacks count as fully effective against daemons and automatically cause D6 wounds per hit against daemons. Thus, if a daemon is hit 3 times by the Sensei it sustains 3D6 wounds.

16-30 SWORD MASTER

The Sensei's martial powers are enhanced, increasing his WS, A, and I by +1 each. None of these characteristics may be increased to more than 10. If the Sensei's characteristics have already reached 10 then he receives no benefit, but the reward still counts towards an *Apotheosis* result.



31-45 MARKSMAN

The Sensei has mastered the use of shooting weapons. He is uncannily accurate with all such weapons, including thrown weapons such as grenades.

The Sensei increases his BS by +1 up to a maximum level of 10. In addition, he increases the range of any shooting weapon by +10% rounding up to the nearest whole inch - for example a bolter with a range of 24" becomes 27". Short ranges are not increased - the addition is made to the end of the long range.

This extra range may be added several times if the Sensei receives more than 1 *Marksman* result, in which case a further 10% of the original range is added each time. This may mean a Sensei can fire over a much longer range than another character using the same weapon, as is only appropriate for a hero with such a steady hand and super-humanly keen eye. However, this extra range cannot exceed more than twice the weapon's original range and does not apply to thrown weapons such as grenades.

46-55 ENDURANCE

The Sensei becomes able to endure incredible amounts of damage by a combination of luck, sheer stubbornness, and physical power. Although horribly wounded he will fight on, championing his cause with his final breath if need be!

The Sensei gains an extra +1 wound plus a further +1 wound on the D6 roll of a 4, 5 or 6. The Sensei may receive this reward several times so that his endurance becomes very great indeed. There is no upper limit on the number of wounds a model may have.

56-60 ATHLETIC

As the Sensei's mind falls increasingly in tune with that of the Star Child, so his body becomes increasingly perfect. This allows him to move with the prowess of an athlete, to leap over vast distances, to run faster than one would think possible, and lift incredible heavy objects with the astonishing ease.

The Sensei's basic move rate remains the same, but his charge moves becomes three times this basic rate rather than double. This means that with a basic M of 4 the Sensei can charge up to a distance of 12". He can also ignore the penalty for any kind of terrain except for totally impassable terrain which remains impassable.

In addition, the Sensei can carry any hand-held heavy weapon without incurring a movement penalty. This does not allow him to carry a very heavy weapon or a weapon which can only be fitted to a vehicle or fixed mount, but it does allow him to move at speed while carrying a heavy bolter, missile launcher, or similar weapon.

61-65 RESCUER

If any friendly model within 3" of the Sensei falls casualty the Sensei attempts to save his comrade. He does this immediately even if it is the enemy's turn. He cannot choose to not make this attempt - his protective nature makes it impossible for him to ignore the plight of one of his comrades.

The Sensei either shouts a warning at the last moment, or else he pushes the victim out of the way of a shot, or he distracts a hand-to-hand opponent with some clever trick. Any suitable explanation can be invented by the player. Whatever the explanation, the Sensei model is not moved. If some action is involved on his part then he manages to recover his original position by an heroic effort. Even if he is engaged in hand-to-hand combat, he manages to reach his comrade whilst fighting off his own attacker and then returning to the fight.

Work out the result of a rescue as follows. Roll a D6 and consult the following chart.

D6	Result
1	**Fail.** The Sensei fails to rescue the model. He is so stricken by his failure that he may not move, shoot, or attack in hand-to-hand combat until the end of his next turn. He may defend himself in hand-to-hand combat and may use any Star Child Rewards as normal.
2	**A Close Thing.** The Sensei is successful and the model is saved. However, the Sensei himself is knocked to the ground or thrown off balance to his disadvantage. He may not move, shoot or attack in hand-to-hand combat until the end of his next turn. He may defend himself in hand-to-hand combat and may use any Star Child Rewards as normal.
3-6	**Save.** The character is saved and the Sensei returns immediately to whatever he was doing.

A Sensei is obliged to attempt to rescue all friendly casualties within 3" and so may be obliged to attempt several rescues during the course of the turn.

66-75 NEVER KILLS

The Sensei can never intentionally take a life. However, because casualties are always regarded as not necessarily dead, the Sensei fights and shoots exactly as normal Any casualties caused by the Sensei are removed from the table but do not need to roll for casualty recovery after the game. They are automatically alive once the battle is over, and can be returned to their units, Chaos Warband, or whatever.

Although the Sensei never kills, this does not apply to creatures which are not actually alive - for example undead creatures or daemons. These creatures can be slaughtered without any moral qualms as they are - after all - not real living creatures.

76-80 HEROIC NAME

The Sensei assumes an heroic alter ego by which he is known and feared by his enemies and praised by his supporters. The heroic name can be invented by the player, but can be along the lines of The Hawk, The Masked Avenger, The Liberator, The Scarlet Shadow, or some other suitable title which describes his unstinting dedication to liberty and freedom. A Sensei only has one heroic name, further heroic name results count only as rewards towards an *Apotheosis* result.

81-85 MASTER OF DISGUISE

The Sensei becomes a Master of Disguise, able to fall into the role of almost any other human. His ability is so convincing that it is impossible to detect unless the Sensei gives himself away. To represent this the player does not have to include the Sensei model on the table at the start of the game, but can substitute any other human model - he must secretly note that this model is the disguised Sensei so that its true identity can be revealed during the game. So long as the Sensei remains in disguise he uses a basic human profile.

The Sensei may come out of disguise at any time the player wishes, the disguised model is substituted for the model representing the Sensei and he can then use his own profile. A Sensei's disguise cannot otherwise be detected. However, a Sensei may give himself away if he uses any of his Star Child abilities. He must still use his *Rescuer* ability to attempt to save any stricken comrades, for example, and if he does this he is automatically revealed.

86-90 REDEEMER

The Sensei's example of heroic bravery and idealism is admired even by his foes. If the Sensei slays an enemy of hero status, including any Champion of Chaos, then the Sensei player can choose to spare him. If the Sensei has the *Never Kills* reward then he must spare the character anyway! In either case the model is still removed as a casualty but is assumed to be knocked out but otherwise unharmed. The casualty takes no further part in the battle but after the game he is assumed to be alive and unharmed.

The enemy is so awestruck by this display of mercy that he is tempted to renounce his former allegiance and become a follower of the Sensei. Both players roll a D6 on behalf of their character. If the enemy character is a Chaos Champion his dice score is doubled. If the Sensei's score is greater than that of his enemy then the enemy renounces his former allegiance and joins the Sensei's Adventurer Band.

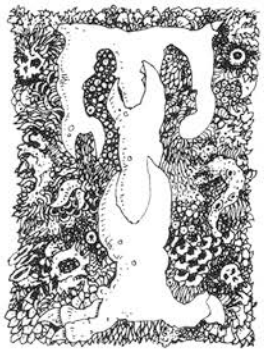
In the rare event of a Champion of Chaos renouncing his Patron the power of the Star Child immediately removes any disfiguring Chaos Attribute together with any associated bonus or ability - for example Bestial Face is lost together with its associated gore attack. Any other rewards which are not physically disfiguring may be retained or removed at the Sensei's discretion - for example Fast, Hypnotic Gaze, Magic Immune, etc. Many of these rewards will prove useful and serve as a reminder of the redeemed character's origin. Redeemed characters are individuals who have seen the light of the Star Child and are now dedicated to the destruction of their former masters

91-00 APOTHEOSIS

The Star Child recognises the deeds of the Sensei and is drawn to examine them more closely. If the Sensei has 6 or more rewards already then he is drawn through into the warp to join the Star Child. His mortal form vanishes, and he is turned into a Sensei Master. As such he plays no further part in the game.

If the Sensei has fewer than 6 rewards already he is not yet ready to join the Star Child. Instead he receives a reward consisting of an enhanced profile, increasing his number of attacks and number of wounds by +1 each. If the Sensei was previously unaware of the existence of the Star Child then he now knows all about the Star Child, other Sensei and their aims and objectives.

STEPHEN TAPPIN



THE ARMIES OF CHAOS

This section describes the Armies of Chaos and provides Army Lists for the Armies of Tzeentch and Nurgle. A selection of banner and shield pattern details are illustrated for each army. You can copy or photocopy and colour these to make your own banners. Coloured versions of the designs are shown in the *Colours of Chaos* section of this book. The armies described here are suitable for designing armies to fight against other Warhammer Fantasy Battle Armies, other Chaos Armies, and Warhammer 40,000 forces (in which case they represent armies from relatively primitive worlds).

A Chaos Army isn't like an ordinary army, which is recruited, trained and equipped by a mighty lord or a state controlled body, and carefully organised along military lines. Typical examples of such armies can be found in Warhammer Armies - the Dwarf, Elf, and Empire Army Lists forinstance.

A Chaos Army is fundamentally different because its troops are composed of Champions of Chaos, their Warbands, and Creatures of Chaos. Thus the army consists of many different types of troops which spend most of their time fighting each other! They have no need to train or equip themselves because the rigours of combat are part of their everyday lives - indeed they relish the prospect of battle. These aggressive and mutually antagonistic troops form an army only in deference to the wishes of their Patron Power. The knowledge that they are fighting on behalf of their Chaos Power overrides any feeling of mutual intolerance that they might otherwise hold for each other

The defenders of Praag settled in for the third night of the siege. As the night watchmen moved to their positions around the walls, they looked out over the parapets and saw the army of Chaos gathered around the city like a dark wall, shutting it off from the outside world.

Between the city and the besiegers was a no-man's land of around three or four hundred paces - about the maximum range of a bow or crossbow. Immediately in front of the besieging army, the enemy had thrown up a mound of earth which completely encircled the city. On top of this mound stood a pallisade of wood - mostly of trees cut from the once abundant orchards and leafy woodlands around the city. Behind this pallisade and at intervals of every few hundred paces the besiegers had built platforms of wood and stone upon which they had placed siege engines and cannon. Occasionally one of these cannons gave forth a great belch of flame, followed by a tremendous roar and an explosion as the deadly shells struck some point upon the wall. Beyond the outer pallisade ran a wide road, about fifty paces wide. In places this road was simply the bare earth, elsewhere logs or brushwood had been lain down to make otherwise muddy ground firm. This roadway allowed the Chaos horde to move troops or engines easily around the perimeter, and it was constructed in such as way as to take maximum advantage of the cover provided by undulations in the land. Where the road was more exposed it seemed to lay slighty further back, well out of effective range of all but the heaviest siege engines inside Praag.

ORGANISATION OF THE CHAOS ARMY

A Chaos Army contains up to four kinds of differently organised troops. These are Warbands, Rank and File Units, Champions and Creatures.

1. WARBANDS

A Chaos Warband consists of a Chaos Champion and his followers. An army might contain several distinct Warbands, each of which is divided into units at the discretion of the player. The entire Warband remains under the control of its own Champion, who can associate with any of the units in his own Warband or fight independently.

Warbands which have been created by a player, and which may already have many Rewards and followers, can be used on the battlefield if the player wishes, in which case the battle becomes another event in the Champion's unique narrative story. The Champion risks being slain, but on the other hand he may survive and gain further rewards for his valour.

Players may create Champions and Warbands especially to fight as part of a Chaos Army. This can be done by randomly generating a Chaos Champion, and taking him through the reward system (see *Randomly Generating a Warband* below).

2. RANK AND FILE UNITS

Rank and File units consist of troops of the same type, for example a unit of Beastmen, a unit of Chaos Warriors, and so on.

These units are formed especially to fight in Chaos Armies. They are assembled from the scattered followers of old disbanded warbands, and from smaller warbands whose Champions might be fighting as individuals. Once the fighting is over, these units become mercenary bands, brigands, lone wanderers, or they join other Warbands.

3. CHAMPIONS

A Chaos Army can also contain Champions who fight as individual characters rather than being attached to a particular Warband. As these Champions have no Warbands, any followers they might otherwise have had are assumed to have been absorbed into the various rank and file units. These Champions function as independent character models: they can

fight either on their own, in groups with other individual models, with rank-and file units, or with other warbands. Lists to generate these independent Champions are given later on.

As character models they can take over the leadership of a rank-and-file unit. However, they cannot take over the leadership of a unit which already belongs to a Warband (the Warband is loyal to its own Champion, and would never acknowledge the leadership of another Champion, no matter how powerful he is).

4. CREATURES

Much of the northern part of the Old World consists of wild forests and barren wastes, untouched by the influences of civilisation. These parts of the world are thick with Creatures of Chaos such as Griffons, Hydras, Manticores, and countless others.

In the normal course of events these mutually antagonistic creatures would mindlessly fight each other, but when the Powers of Chaos gather their armies these Creatures of Chaos are attracted by the prospect of carnage. So long as the army remains united the Creatures of Chaos will follow it and fight as part of it.

Small creatures generated in groups fight as a single unit. Creatures generated individually fight as individual models, and can group together with other individual models in the same way as can Champions. They cannot associate with units.

Creatures which are large enough to be ridden may be ridden by any Chaos Champion in the army, including Champions of Warbands. A Champion must have at least 3 fear points in order to ride a creature which causes fear.

TONY ACKLAND

RANDOM GENERATION OF WARBANDS

As noted under *Organisation of the Chaos Army*, players can randomly generate Champions and Warbands to take part in the battle. This is done as follows:

1. Choose a basic level human, or randomly generate a creature as the basis for your Champion. Nominate your Champion as either Aspiring, Mighty or Exalted to indicate his points value and chance of rewards. Then determine how many rewards the Champion has from the chart below.

Champion	Rewards	Points Value
Aspiring	D4	200
Mighty	D4+4	400
Exalted	D4+8	600

2. Now refer to the *Champions of Chaos* section of this book. Generate the Champion's initial equipment and followers exactly as if he were a new Champion and give him the Mark of the God. See the *Champion of Chaos* section for full details.

3. Determine each reward in turn. Note down the resulting gift or attribute and the effects it has on the Champion's profile.

4. As you determine each reward, also roll for new followers and a followers reward, just as if the Champion were progressing normally along the Chaos Path.

5. If the Champion turns into a Chaos Spawn then choose one of his followers to take over as Champion: any remaining reward rolls are made by the new Champion. The old Champion, now turned to Spawn, continues to fight as part of the Warband.

6. If the Champion attains Daemonhood then choose one of his followers to take over as Champion: any remaining reward rolls are made by the new Champion. The Daemon Prince does not take part in the battle directly, however, he watches over his former Warband with affection and interest. Once during a battle the player may call upon the Daemon Prince to help. Before making any dice roll for any member of the Warband, the player may declare he is calling upon the Daemon Prince, and may then add +D6 to the dice result (or deduct the same amount if preferred).

CREATING AND RETAINING THE ARMY

Once you have created an army you can continue to use that same army for as many games as you wish. It is your own unique Chaos Army. This is quite important, because it means that you don't have to keep generating new armies every time you want a battle. The army is used over and over again so long as the player wants. Casualties received in each battle may result in some characters or units disappearing from the army, but these can always be replaced with new ones as described below. It is often well worth persisting with the same army as this enables you to paint or even convert special models safe in the knowledge that the model can be used whenever the army fights.

CASUALTIES AND REWARDS FOR WARBANDS

Any Warbands fighting with your army will continue to earn Rewards from their Patron. They will therefore receive Gifts, Attributes and new followers from battle to battle. However, any casualties sustained by the Warband during a battle, including Champions, test for casualty recovery as described in the Narrative Campaign section. Thus, while a Warband might become more powerful, it might also become weaker as its members are slain. Note that the points value of a Warband does not change once it has been included in the army, regardless of subsequent rewards or casualties.

1. A Warband can be retired from an army after any battle, and replaced by fresh troops to the same points value. Fresh troops can be a new Warband, rank and file units, Champions, or creatures.
2. If the Warband's Champion is slain or becomes a Chaos Spawn his position may be taken over by another member of the Warband. The model becomes a new Champion and is given the Mark of his Patron.
3. If the Champion becomes a Daemon Prince as a result of constant rewards, his position may be taken by another member of the Warband as described for 2. The Daemon Prince takes no direct part in the battle, but he can be called upon for aid as described under *Warband Generation* (+D6 to one dice roll per battle).

TONY ACKLAND

ADRIAN SMITH

OTHER CASUALTIES

Rank and file units, independent Champions, and creatures are also retained from battle to battle. Any models which fall casualty during a battle will test for casualty survival afterwards. When rank and file units test for casualty survival the surviving models are replaced in their units. Non-survivors are not replaced and consequently the unit will inevitably get smaller as it fights more battles. Once the unit falls to below half its original size it can be retired and replaced by new troops to the same points value. These new troops do not have to be rank and file units.

Independent Champions and Creatures test for casualty survival, and any non-survivors may be replaced by fresh troops to the same points value. Surviving independent Champions are given Rewards in the same way as Champions of Warbands, but do not roll for followers as it is assumed that any followers they would have had have been diverted to form new rank-and-file units replacing any which are retired.

UNDEAD CHAMPIONS

Any Champion who is slain while fighting for a Chaos Army might become an Undead Champion of Chaos. The usual test is made once the Champion is slain, see the *Undead Champions of Chaos* section. An Undead Champion may continue to fight in future battles either as an independent Champion or as part of his original Warband.

Undead Champions who fall casualty during a battle still test for casualty survival and are not destroyed until they roll a result of 'killed' on the Casualty Survival chart.

BILL THORNHILL

KEEPING A RECORD

Just as players record the adventures of their Warbands, they can write down the results and major events of each battle. Note down who won, the results of any personal combats, and any interesting fights or magic that occured. The players can agree on a suitable name for the battle, and both sides can add the name, in Chaos Runes, to the banners of troops who were present. In this way, a Chaos Army will acquire a unique history and character. Its constituent troops may change slightly from battle to battle, but most of the important Champions will last for many battles. If players fight a lot of games, they will be able to watch new Champions arise from the ranks of ordinary Warbands and become Daemon Princes whose patronage can then be used in future battles.

CHAOS ALTARS

Included in the army lists are Chaos Altars of the armies' Patron Powers. Chaos Altars are impressive and suitably ornate totems of the Patron. They commonly take the form of huge tapestry banners, imposing painted statues, gigantic braziers, and ornately decorated bells. Because they are so large, altars accompany the army mounted in ornamented wagons or carts. Alternatively, the altar is carried by an especially big creature.

Chaos Altars provide the modeller with a special opportunity to build his own unique battlefield centre piece. Such a model can be the focal point of the army, resplendent in its baroque detail, with banners and flags, burning censers and torches, booming bells or gongs - in fact anything which might appropriately indicate its importance. The model may also be furnished with as many non-combatant priests, devotees or other creatures as will fit on it: these do not take part in the battle and cannot affect it in any way other than to form part of the War Altar. They chant, wail, flagellate themselves, play musical instruments, bellow, or perform whatever obsequies the player deems appropriate and fitting for the Patron.

ALTAR GUARDS

One unit of rank and file troops can be allocated to the altar as Altar Guards. They are so called because they vow to protect the altar with their lives and will fight to the death to prevent the altar being captured by the enemy. The unit must remain within 6" of the altar at all time, and will not follow up in combat or pursue routers if doing so would take them beyond this distance. Altar Guards are completely immune to all psychology (fear, stupidity, frenzy, hatred, panic), animosity, and instability. They cannot be routed and so never take rout tests. Should the altar and unit become separated by more than 6" these advantages are lost until they move within 6" again.

+1 COMBAT RESULT BONUS

In addition, any friendly unit within 12" of the altar can add +1 to its hand-to-hand combat resolution score, in the same way as a unit with a standard in its front rank. This bonus is in addition to other bonuses for the unit's standard, an army standard, or rear ranks.

+2 LEADERSHIP BONUS

Any friendly unit within 12" of the altar can add +2 to its leadership value. This is in addition to other bonuses, but cannot take the total value to more than 10.

MOVEMENT

If mounted on a wagon or cart, the Chaos Altar can move up to 4" in the movement phase but it cannot reserve move. The War Altar should be provided with at least some attendants or draught animals who can push or pull the wagon.

DEFENCE

The War Altar is destroyed once all of its wounds have gone. It then confers no bonuses and every unit in the army must take an immediate panic test (2D6 against cool - roll more than your cool and you fail and are immediately routed).

NOTE ON TROOP TYPES

The armies of the Chaos Powers are extremely characterful and individualistic. The troops which comprise these armies often have abilities or characters which reflect those of the army's Patron in some way.

For example, the Chaos Army of Nurgle contains the unique Plague Knights - mounted Warriors of Chaos clothed in the faded tatters of lepers and harbouring all kinds of disfiguring disease. In order to properly characterise these troops we have abandoned the divisions of Chaos Warriors into the five standard types and profiles described in Warhammer Battle (Thug, Marauder, Warrior, Champion, Knight, and Lord). You will find, for example, that the Knights of Nurgle have their own unique profiles which reflect their morbid strength as well as their physical infirmities. In this way we have made each army more individual, more appropriate for its Patron, and more exciting to use.

CHAOS ARMY OF NURGLE

The approach of a Chaos Army of the Patron Power Nurgle is foreshadowed by a dark plague of flies. These flies are part of the army, and live upon the foulness of the horde itself. During the battle, the flies congregate into an especially dense mass around any one enemy unit, causing much inconvenience as they buzz into the eyes, ears, and mouths of the enemy. The Army of Nurgle uniquely includes units of undead. The body of a plague victim belongs to Nurgle, should he care to claim it, for a year and a day. As the army advances, plague victims burst from their graves in the form of Zombies and Skeletons, ready to serve the Lord of Decay.

CLOUD OF FLIES

At the end if his turn, the Nurgle player can direct the fly-cloud that surrounds the army against any one enemy unit. The fly-cloud can only affect 1 unit at a time, and its effects last only for 1 turn. The unit rolls a D6 and adds its strength (strength of the majority if this differs within the unit). If the score is 6 or more the unit may move normally, otherwise the unit is so inundated with flies that it cannot move in its next turn. In addition, the unit cannot fire missile weapons that turn, and any hand-to-hand combat blows are at -1 to hit. These penalties are additional to any penalties imposed by a cloud of flies from a Plaguebearer, a Palanquin, a Champion, or any other source.

PLAGUE BANNER

The Plague Banner is the most terrifying of all Nurgle's banners. It has the ability to cast a plague once per turn during the player's magic phase. A plague can be cast upon any enemy unit within 24". The unit is allowed its magic save, but with a -4 modifier (its maximum save will therefore be 6 or less on 2D6). Unless it saves, the unit immediately loses D6 wounds just as if it had been hit by missile fire. No armour save is allowed. Furthermore, at the start of each of the affected unit's subsequent turns, it loses another D6 wounds. The plague cannot harm inanimate objects such as war machines or a Chaos Altar, although it does affect daemonic and undead troops.

ADRIAN SMITH

DISEASE BANNER

The Disease Banner makes the unit which carries it infectious. Every time the unit suffers a wound in hand-to-hand combat, the enemy is covered with infectious gore from the victim. This gore is deadly so that the enemy unit also suffers a wound on the D6 score of a 4, 5 or 6.

PESTILENT STANDARD

The Pestilent Standard automatically affects enemy models which are engaged against the unit carrying it. At the start of the Nurgle player's turn, roll a D6 for every enemy unit which is engaged against a unit carrying a Pestilent Standard. The result is the number of wounds lost from the enemy unit due to the effects of the pestilence. Casualties are removed from the unit just as if it had suffered missile casualties. No armour save is allowed. These casualties count towards the total suffered in combat, and so will help decide which side has won that combat round. The standard cannot harm inanimate matter such as a war machine or War Altar, but it does harm undead and daemons.

MAGICAL STANDARDS

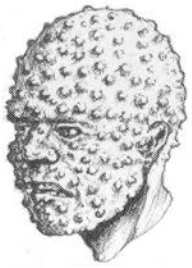
Where indicated in the list, a rank and file unit may be given a magical standard with a single ability. Abilities may be chosen from the list below. This list refers to the magical standard abilities described fully in *Warhammer Armies*, and also includes special standards which are unique to Nurgle: Plague Banner, Pestilent Standard, and Disease Banner.

Banner	Cost	Banner	Cost
Battle Banner	100	War Banner	25
Icon of Divine Wrath	100	Ward of the Brave	25
Bane Banner	100	Relic Banner	25
Amuletic Standard	100		
Sacred Standard	100	*Nurgle Standards*	
Hellfire Banner	50	Plague Banner	100
Dread Banner	50	Pestilent Standard	50
Talismanic Standard	50	Disease Banner	25

MAGICAL INSTRUMENTS

Where indicated in the lists, rank and file units may be given magical instruments with a single ability. Abilities may be chosen from the list below. These abilities are described fully in *Warhammer Armies*.

Instrument	Cost	Instrument	Cost
Doomsounder	25	Hymn of Hate	25
Battlecall	25	Call of Valour	25
Battlecry	25	Battlerage	25



ADRIAN SMITH

CHOOSING THE ARMY

The player may choose troops from the list given below up to the maximum agreed points value for the battle. The usual points value of an army is 3000 points, as this is felt to give a reasonably sized game such as can be conveniently played over a full evening.

CHAOS WARBANDS

MAXIMUM IN ARMY UNLIMITED

The Chaos Army of Nurgle may contain any number of Chaos Champions together with their Warbands, up to the maximum points value of the army. Each Warband may either be generated randomly to fight in the army, or it may be a Warband already in existence. The generation of Warbands is discussed in the Introductory section.

Randomly Generated Warbands

Status of Champion	Rewards	Points Value
Aspiring	D4	200
Mighty	D4+4	400
Exalted	D4+8	800

Existing Warbands

Status of Champion	Rewards	Points Value
Aspiring	0-4	200
Mighty	5-8	400
Exalted	9+	800

RANK AND FILE UNITS

CHAOS KNIGHTS

Chaos Knights are heavily armoured and powerfully armed warriors.who ride huge warhorses or even fierce Chaos Steeds. Like the Knights of the Empire and Bretonnia they are colourful and highly individual warriors. Their armour is ornate and unique, and each Knight has his own badge or emblem which he displays on his banner and shield. These Knights are Champions of Chaos in its undivided glory and do not follow a particular Patron. They join the Chaos Armies of different Patrons, moving between different armies in search of fresh battles. They do not have followers either because the Powers have not rewarded them with any or because they are loners by personal inclination. Many were nobles or Knights before they turned to Chaos, and they still regard themselves as a high-ranking elite.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
KNIGHTS	4	6	6	4	3	2	6	2	9+2	9+2	9+2	9+2
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-
Optional												
CHAOS STEED	8	4	0	4	4	2	4	2	5	5	5	7

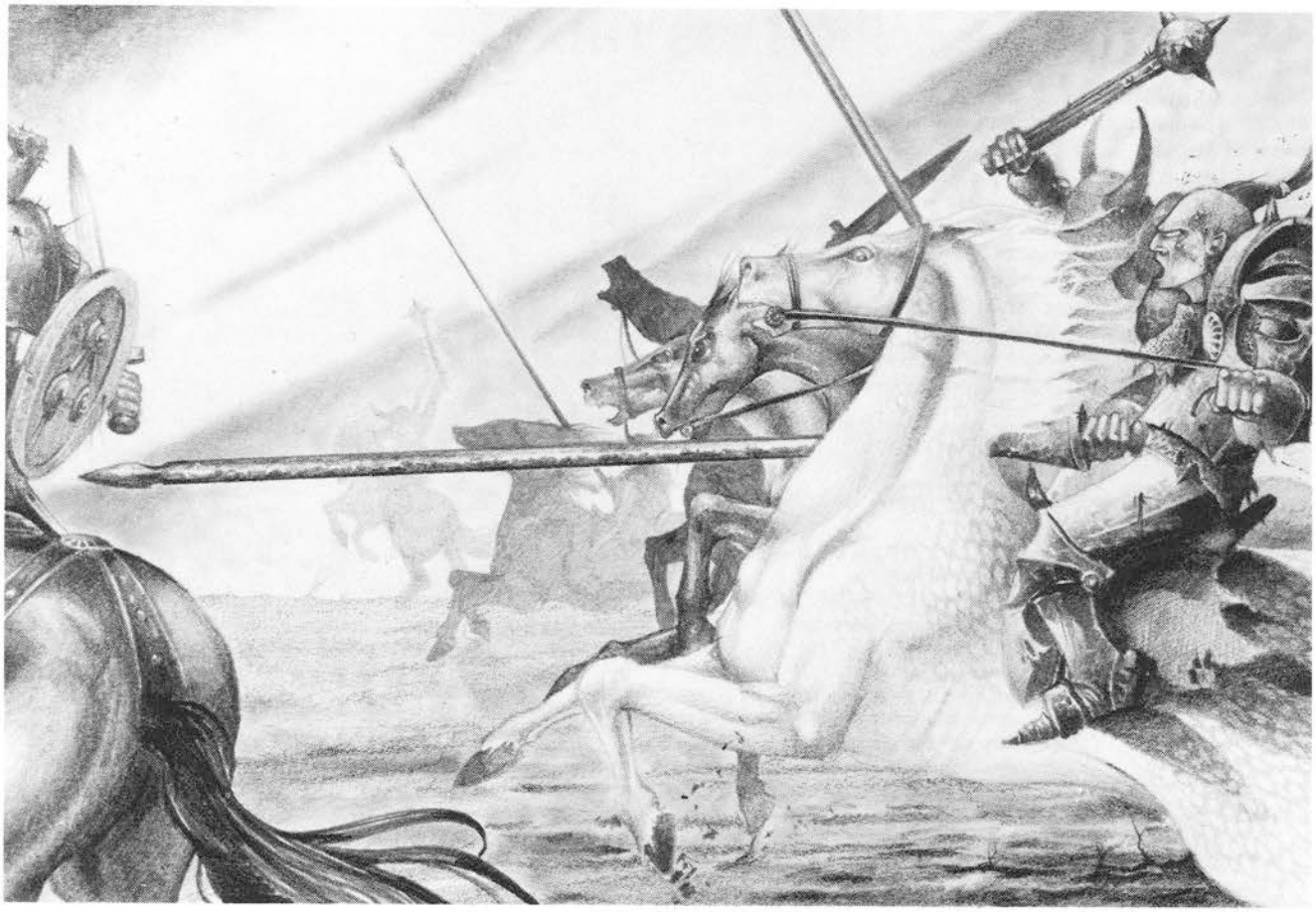
MAXIMUM IN ARMY	UNLIMITED
POINTS COST	560 PER 7 MOUNTED ON WARHORSES 765 PER 7 MOUNTED ON CHAOS STEEDS
MODELS PER UNIT	7 OR ANY MULTIPLE OF 7
WEAPONS	HAND WEAPON
ARMOUR	HEAVY ARMOUR & SHIELD Giving a saving throw of 4, 5 or 6
BASE SIZE	25x25mm or 25mmx50mm for mounted models
CHAOS ATTRIBUTES	Up to D6-3 All the Knights in the unit can be given up to the number of attributes rolled - they can always be given less if the player prefers. All Knights in the unit can be given the same attributes if the player wishes, or you can roll individually for the number and type of attributes.

ANY UNIT MAY HAVE:

WARHORSES	40 PER 7 MODELS
CHAOS STEEDS	225 PER 7 MODELS
LANCES	15 PER 7 MODELS
HORSE BARDING	30 PER 7 MODELS
CHAOS ARMOUR	350 PER 7 MODELS
ADDITIONAL HAND WEAPONS	10 PER 7 MODELS
A UNIT STANDARD	80
A UNIT MUSICAL INSTRUMENT	80

ONE UNIT MAY HAVE:

GIVE STANDARD 1 MAGIC ABILITY VALUE	50 OR LESS
GIVE MUSICIAN 1 MAGIC ABILITY	25



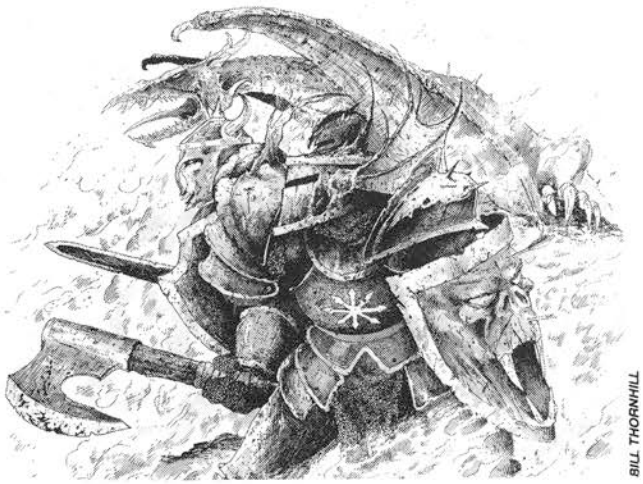
ADRIAN SMITH

CHAOS WARRIORS

The Chaos Warriors who fight in the armies of Chaos are Champions of Chaos in its undivided glory - remaining either uncommitted or unrecognised by a particular Power. Only by performing valiant deeds in the Chaos Armies is it possible for them to attract the attentions of a Chaos Power and possibly gain a Reward. A Chaos Warrior might fight on behalf of a certain Power in one battle, only to find himself opposing his former master in the next conflict. This is perfectly acceptable to the Chaos Powers.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WARRIORS	4	6	6	4	3	2	6	2	9+2	9+2	9+2	9+2

MAXIMUM IN ARMY	UNLIMITED
POINTS COST	520 PER 7
MODELS PER UNIT	7 OR ANY MULTIPLE OF 7
WEAPONS	HAND WEAPON
ARMOUR	HEAVY ARMOUR & SHIELD Giving a saving throw of 4, 5 or 6
BASE SIZE	25x25mm
CHAOS ATTRIBUTES	Up to D6-3 All the Warriors in the unit can be given up to the number of attributes rolled - they can always be given less if the player prefers. All Warriors in the unit can be given the same attributes if the player wishes, or you can roll individually for the number and type of attributes.



BILL THORNHILL

ANY UNIT MAY HAVE

CHAOS ARMOUR	350 PER 7 MODELS
ADDITIONAL HAND WEAPONS	10 PER 7 MODELS
DOUBLE HANDED WEAPONS	15 PER 7 MODELS
HALBERDS	15 PER 7 MODELS
A UNIT STANDARD	80
A UNIT MUSICAL INSTRUMENT	80

ONE UNIT MAY:

GIVE STANDARD 1 MAGIC ABILITY VALUE	50 OR LESS
GIVE MUSICIAN 1 MAGIC ABILITY	25

CHAOS THUGS

When a Chaos Warband breaks apart following the death or daemonification of its Champion, former followers often join bands of brigands or mercenaries. These warrior brigands owe little to Chaos, but are no longer welcome in normal human society. Some will have gained attributes while serving their Champion, others may be physically unchanged but too exhilarated by their experiences to lead normal lives.Thus they find themselves drifting from battlefield to battlefield, taking up arms for whatever Chaos Army has need of their services. Many will join up with Warbands after the battle is over and return once more to the service of the Powers of Chaos, perhaps even becoming Champions themselves in time.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
THUGS	4	4	4	3	3	1	4	1	7	7	7	7

MAXIMUM IN ARMY	UNLIMITED
POINTS COST	55 PER 7
MODELS PER UNIT	7 OR MULTIPLES OF 7
WEAPONS	HAND WEAPON
ARMOUR	LIGHT ARMOUR OR SHIELD Giving a Saving Throw of 6.
BASE SIZE	25x25mm
CHAOS ATTRIBUTES	Up to D6-3 All the Thugs in the unit can be given up to the number of attributes rolled - they can always be given less if the player prefers. All Thugs in the unit can be given the same attributes if the player wishes, or you can roll individually for the number and type of attributes.

ADRIAN SMITH

ANY UNIT MAY HAVE:

ADDITIONAL HAND WEAPONS	10 PER 7 MODELS
DOUBLE HANDED WEAPONS	15 PER 7 MODELS
HALBERDS	15 PER 7 MODELS
BOWS	15 PER 7 MODELS
CROSSBOWS	20 PER 7 MODELS
LIGHT ARMOUR AND SHIELD	10 PER 7 MODELS Increasing the save to 5 or 6
A UNIT STANDARD	10
A UNIT MUSICAL INSTRUMENT	10

BEASTMEN

Beastmen are always among the first of Chaos's creatures to flock to the gathering forces of a Chaos Power, regardless of which one it is. They are quite prepared to join any Chaos Army, and will often fight in different Chaos Armies from one battle to the next.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
BEASTMAN	4	4	3	4	4	2	3	1	7	6	7	6

MAXIMUM IN ARMY	UNLIMITED
POINTS COST	70 PER 7
MODELS PER UNIT	7 OR MULTIPLES OF 7
WEAPONS	HAND WEAPON
ARMOUR	NONE
BASE SIZE	25x25mm

CHAOS ATTRIBUTES — Up to D6-3
All the Beastmen in the unit can be given up to the number of attributes rolled - they can always be given less if the player prefers. All Beastmen in the unit can be given the same attributes if the player wishes, or you can roll individually for the number and type of attributes.

ONE UNIT MAY HAVE:

GIVE STANDARD 1 MAGIC ABILITY VALUE	50 OR LESS
GIVE MUSICIAN 1 MAGIC ABILITY	25

TONY ACKLAND

ANY UNIT MAY HAVE:

SHIELDS	10 PER 7 MODELS
LIGHT ARMOUR	15 PER 7 MODELS
ADDITIONAL HAND WEAPONS	10 PER 7 MODELS
DOUBLE HANDED WEAPONS	15 PER 7 MODELS
HALBERDS	15 PER 7 MODELS
FLAILS	10 PER 7 MODELS
THROWING SPEARS	10 PER 7 MODELS
A UNIT STANDARD	10
A UNIT MUSICAL INSTRUMENT	10

CHAOS WARRIORS OF NURGLE

While some Chaos Warriors remain uncommitted to any particular Patron, others are shown special favour by Nurgle and become His Champions. They acquire the unmistakeable taint of the Plague Lord himself. Their armour is frequently rusted or holed, and their bodies become home to Nurgle's blessings of disease and infirmity.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WARRIORS	4	6	6	4	4	2	6	2	9+2	9+2	9+2	9+2

MAXIMUM IN ARMY	UNLIMITED
POINTS COST	520 PER 7
MODELS PER UNIT	7 OR ANY MULTIPLE OF 7
WEAPONS	HAND WEAPON
ARMOUR	HEAVY ARMOUR & SHIELD Giving a saving throw of 4, 5 or 6
BASE SIZE	25x25mm

CHAOS ATTRIBUTES — Up to D6-3
All the Warriors in the unit can be given up to the number of attributes rolled - they can always be given less if the player prefers. All Warriors in the unit can be given the same attributes if the player wishes, or you can roll individually for the number and type of attributes.

ONE UNIT MAY HAVE:

GIVE STANDARD 1 MAGIC ABILITY VALUE	50 OR LESS
GIVE MUSICIAN 1 MAGIC ABILITY	25

ADRIAN SMITH

ANY UNIT MAY HAVE

CHAOS ARMOUR	350 PER 7 MODELS
ADDITIONAL HAND WEAPONS	10 PER 7 MODELS
DOUBLE HANDED WEAPONS	15 PER 7 MODELS
HALBERDS	15 PER 7 MODELS
A UNIT STANDARD	80
A UNIT MUSICAL INSTRUMENT	80

PLAGUE KNIGHTS

Plague Knights are Chaos Knights whose Patron is Nurgle. They are infected with all manner of crippling diseases and are motivated by a strange morbid energy. This enables them to survive blows which might otherwise slay another Chaos Knight. Their originally spendid wargear, coats of arms and banners have become tattered and dirty like the rags of lepers. Their silk and fur cloaks hang from their shoulders like the shrouds of a corpse. Many Knights bear their disfigurements openly and are quite proud of their bloody sores and discoloured skin. Others cover their shrivelled limbs and leprous faces with bandages. Some hide their faces behind bizarre carnival masks with absurdly grinning or grimacing faces. All Plague Knights ride Warhorses or Chaos Steeds because their crippling diseases make it hard if not impossible for them to move about unaided. They are often accompanied by a Nurgling which perches on their saddle or shoulder, or which hangs to their horse harness, gurgling delightedly as the Knight charges into the carnage of battle.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
PLAGUE KNIGHTS	-	6	6	4	4	2	6	2	9+2	9+2	9+2	9+2
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-
CHAOS STEED	8	4	0	4	4	2	4	2	5	5	5	7

MAXIMUM IN ARMY	UNLIMITED
POINTS COST	520 PER 7
MODELS PER UNIT	7 OR ANY MULTIPLE OF 7
WEAPONS	HAND WEAPON
ARMOUR	HEAVY ARMOUR & SHIELD Giving a saving throw of 4, 5 or 6

BASE SIZE	25x25mm or 25mmx50mm for mounted models
CHAOS ATTRIBUTES	Up to D6-2 All the Knights in the unit can be given up to the number of attributes rolled - they can always be given less if the player prefers. All Knights in the unit can be given the same attributes if the player wishes, or you can roll individually for the number and type of attributes.

THE UNIT HAS:

WARHORSES	40 PER 7 MODELS
OR	
CHAOS STEEDS	225 PER 7 MODELS

ANY UNIT CAN HAVE:

LANCES	15 PER 7 MODELS
HORSE BARDING	30 PER 7 MODELS
CHAOS ARMOUR	350 PER 7 MODELS
ADDITIONAL HAND WEAPONS	10 PER 7 MODELS
A UNIT STANDARD	80
A UNIT MUSICAL INSTRUMENT	80

ONE UNIT MAY:

GIVE STANDARD 1 MAGIC ABILITY VALUE	100 OR LESS
GIVE MUSICIAN 1 MAGIC ABILITY	25

ADRIAN SMITH

The Plague Knights were encamped on a shallow hill which rose out of the boggy ground west of Praag. A track of brushwood reinforced with tree-trunks had been laid to afford passage to the Knights' horses, but elsewhere Nurgle Champions waded through the mire and seemed quite content to do so. Scarabus followed the track carefully, for even this was slippery with filth and slime. Firebrand, Scarabus's Chaos Steed, snorted angrily as they passed a row of head-festooned stakes. On the other side of this grisly fence a corpulent Champion of Nurgle watched Scarabus from the squalid comfort of a tattered palanquin. Scarabus patted the stallion's broad neck to calm him, feeling his own stomach churn at the stench which grew ever more disgusting as they proceeded into the camp of Nurgle.

The Plague Knights' banners were arranged in a great clump atop of the hill, so that they hung like the sails of a decaying sea-hulk. So ragged with decomposition were these banners that it was hard to guess at the symbols depicted on them. Some seemed to bear the heads or whole bodies of monstrous flies, while others hinted at what must once have been vivid scenes of bodily corruption. Around these banners were gathered the Plague Knights themselves. As a mass they seemed to ooze with sores and boils, so that even their armour ran with pus and glistened with ichor. Some appeared bloated like corpses, others had skin that hung from them in shreds where contagion has feasted upon their flesh. As he dismounted from Firebrand's back, Scarabus felt the ground suck stickily at his feet but did not dare to look down to see what foul thing had met his step.

DISEASED FLAGELLANTS

When the Plague Lord feels generous the whole Old World is wracked with plagues and pestilence. Such misfortunes can drive mortals to despair. Their lives ruined and their loved ones dead, they join bands of wandering diseased lunatics. These bands of Diseased Flagellants are not welcome in villages and towns so they are forced to travel the Old World, begging for scraps and surviving upon charity. As they tread the roads they beat themselves with chains or whips and sing a slow laborious chant in praise of Nurgle, trying to draw his attention to their plight and perhaps hoping that he will alleviate their suffering. These Flagellants take a perverse pride in inflicting novel and spectacular punishments upon themselves, believing that Nurgle's attention can be most easily won by some wholly inexplicable act of self-sacrifice. Tales often describe these bizarre deeds which include carrying donkeys or other large and heavy animals over long distances, rolling for miles huge wheel-shaped iron cages containing other Flagellants, and even permanently fastening a helmet without eye-slits over the head so that it is impossible to see anything. Most, however, content themselves by beating their own or their neighbour's back with a heavy flail - the same weapon which they bring to the battlefield to use on their enemies. Diseased Flagellants believe that the most effective way of gaining the attention of the Plague Lord is to join his Chaos Armies and fight on his behalf.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
FLAGELLANTS	4	3	3	4	4	1	3	1	7	7	7	7

MAXIMUM IN ARMY	UNLIMITED
POINTS COST	70 PER 7
MODELS PER UNIT	7 OR MULTIPLES OF 7

WEAPONS	HAND WEAPON AND FLAIL
ARMOUR	NONE
BASE SIZE	25x25mm
CHAOS ATTRIBUTES	Plaguebearer attribute plus up to D4 further attributes. All the Flagellants in the unit can be given up to the number of further attributes rolled - they can always be given less if the player prefers. All Flagellants in the unit can be given the same further attributes if the player wishes, or you can roll individually for the number and type of attributes.
PSYCHOLOGY	Flagellants are so devoted to the idea of self-sacrifice that they have no regard for their own personal safety and throw themselves at the enemy regardless of how slim their chances of survival. The Flagellant unit is therefore liable to the rules for frenzy. They are so keen to get to grips with the enemy that it is almost impossible to hold them back. To represent this they *hate* all enemy regardless of who or what they might be.

ANY UNIT MAY HAVE:

A UNIT STANDARD	10
A UNIT MUSICAL INSTRUMENT	10

ANY UNIT MAY:

GIVE STANDARD 1 MAGIC ABILITY VALUE	100 OR LESS
GIVE MUSICIAN 1 MAGIC ABILITY	25

MARTIN MCKENNA

PESTIGOR

The Pestigor are Beastmen of Nurgle. Their bodies are bloated with disease and their skins cracked and caked with dried blood and pus. Flies buzz around their heads and breed upon their rotting flesh. Pestigor are very proud of these indications of their god's favour, and openly boast of the number and severity of their diseases.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
BEASTMAN	4	4	3	4	5	2	3	1	7	6	7	6

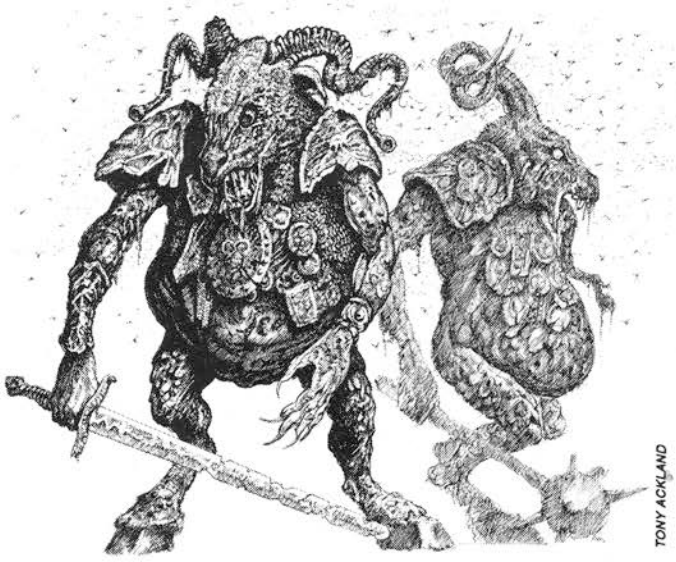
MAXIMUM IN ARMY	UNLIMITED
POINTS COST	70 PER 7
MODELS PER UNIT	7 OR MULTIPLES OF 7
WEAPONS	HAND WEAPON
ARMOUR	NONE
BASE SIZE	25x25mm

ANY UNIT MAY HAVE

SHIELDS	10 PER 7 MODELS
LIGHT ARMOUR	15 PER 7 MODELS
ADDITIONAL HAND WEAPONS	10 PER 7 MODELS
DOUBLE HANDED WEAPONS	15 PER 7 MODELS
HALBERDS	15 PER 7 MODELS
FLAILS	10 PER 7 MODELS
THROWING SPEARS	10 PER 7 MODELS
A UNIT STANDARD	10
A UNIT MUSICAL INSTRUMENT	10

ONE UNIT MAY:

GIVE STANDARD 1 MAGIC ABILITY VALUE	50 OR LESS
GIVE MUSICIAN 1 MAGIC ABILITY	25



TONY ACKLAND

CHAOS ATTRIBUTES	Up to D6-3 All the Beastmen in the unit can be given up to the number of attributes rolled - they can always be given less if the player prefers. All Beastmen in the unit can be given the same attributes if the player wishes, or you can roll individually for the number and type of attributes.

CHAOS SPAWN

Each Chaos Spawn is created by randomly generating a creature from either the Starting Profile Table or the Universal Creatures Table, and giving it D6+6 random Chaos Attributes.

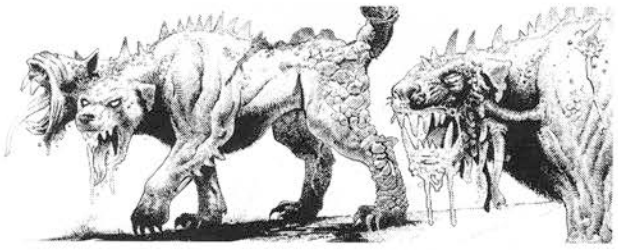
Spawn are organised into packs which function exactly like units - any psychology or other unit type tests use the lowest value among the pack. If Spawn have different movement rates then the whole unit moves at the speed of the slowest, except that Spawn with a movement characteristic of 0, 1, or 2 can be carried along by the pack so long at there are at least 2 faster Spawn for every Spawn carried.

Spawn may be led by an independent Champion of Chaos, and then take psychology and rout tests using his characteristics (as they are subject to stupidity they really need a good leader to function effectively). An army can contain up to 3 packs of Spawn, each pack can be of unlimited size.

MAXIMUM IN ARMY	UP TO 3 UNITS
POINTS COST	25 PER SPAWN
MODELS PER UNIT	UNLIMITED
PSYCHOLOGY	Chaos Spawn are subject to the rules for stupidity

TONY HOUGH

PACK OF CHAOS HOUNDS



ANDY CURRIE

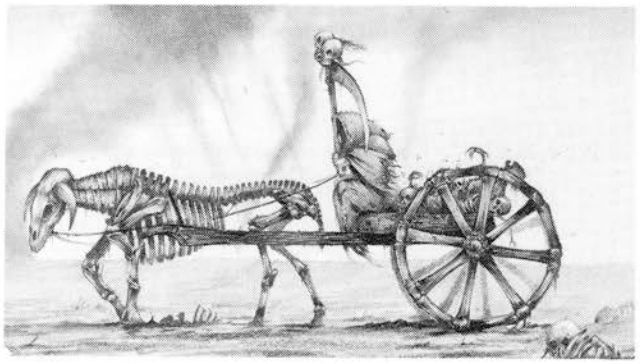
Chaos Hounds are savage and tremendously powerful creatures. They run in packs, sometimes latching on to a Chaos Champion, at other times roaming freely amongst the woods and wild places of the world. Hounds from miles around will gather around a Chaos Army. They know that the time of carnage is near, and eagerly wait their chance to feed upon the fallen.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAOS HOUND	6	4	0	4	4	2	4	2	6	4	6	6

MAXIMUM IN ARMY	UNLIMITED
POINTS COST	160 PER 7
MODELS PER UNIT	7 OR MULTIPLES OF 7
WEAPONS	NONE
ARMOUR	NONE
BASE SIZE	25x50mm
CHAOS ATTRIBUTES	D6-4
SPECIAL RULES	A Chaos Hound Pack can be led by any independent Chaos Champion.

CAVALCADE

The Chaos Army may contain as many additional wagons and non-combatant models as the player wishes to include. This is the the Cavalcade of Nurgle; an almost endless array of circus caravans and gypsy wagons all covered with banners and flags. and accompanied by hordes of beggars, cripples and other unfortunates. They are of course rather tatty and decayed, as one would expect of the Plague Lord! The Cavalcade is infested with Nurglings and there may also be Plaguebearers present to keep a tally of the dead and to record the achievements of the various Champions so that Nurgle can decide which are worthy of reward. The carts are driven by strange characters in carnival masks, and they may be accompanied by any number of sick, beggars, or insane. None of these models make any difference to the battle as they may not fight, but they add to the morbid splendour of the Chaos Army and mark it out as particularly belonging to Nurgle.



ADRIAN SMITH

TROLLS

Trolls are attracted to the Armies of Chaos by the rich pickings to be found in the wake of every battle. They also enjoy the noise, confusion and indiscriminate violence. Unfortunately their lack of mental coherence can be a draw-back. If left to their own devices they often get badly confused and end up wandering off. They perform best under the direct leadership of a fairly high ranking Chaos Champion.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
TROLLS	6	3	1	5	4	3	1	3	4	4	6	6

MAXIMUM IN ARMY	1 UNIT
POINTS COST	65 POINTS PER TROLL
MODELS PER UNIT	1-7 TROLLS
WEAPONS	NONE OR HAND WEAPON
ARMOUR	NONE
BASE SIZE	40x40mm
CHAOS ATTRIBUTES	NONE
PSYCHOLOGY	Trolls are not too bright - they are liable to the rules for stupidity and must make the appropriate 2D6 test against their cool of 6 at the start of their turn.
SPECIAL RULES	Trolls can regenerate damage. Any troll which has been slain or which has suffered any wounds during the turn will regenerate all damage suffered that turn on the D6 roll of a 4, 5 or 6.

ADRIAN SMITH

PLAGUE CART

Nurgle is the Plague Lord with powers over the dead and moribund. If the Chaos Army includes Plague Skeletons or Plague Zombies, then it automatically includes 1 Plague Cart at no cost. Additional Plague Carts can be purchased at 100 points each and there is no limit to the number of Plague Carts in the Army. Plague Carts can be accompanied by any number of mourners, chanting monks, or pall bearers, these do not fight but they make the model more attractive and interesting. A Plague Cart can also have its own banner adorned with emblems of contagion such as skulls and the black cross.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
UNDEAD DRIVER	-	2	2	3	3	1	2	1	5	5	5	5
UNDEAD OX	5	2	2	3	3	1	2	0	-	-	-	-

MAXIMUM IN ARMY	Unlimited
POINTS COST	1 free if the army contains undead. Further Carts cost 100 points each.
MODELS PER UNIT	1 WAGON PLUS UNDEAD DRIVER
WEAPONS	The Driver is armed with a scythe
ARMOUR	NONE
BASE SIZE	UNDEAD OX: 25x50mm
CHAOS ATTRIBUTES	NONE
SPECIAL RULES	A friendly unit of Undead within 12" of a Plague Cart may add +1 to any instability test. The Plague Cart causes fear in all living creatures. The Plague Cart is only semi-real, a ghostly apparition which can move through all terrain without penalty, except houses and solid walls (half rate).

ADRIAN SMITH

CHARIOTS

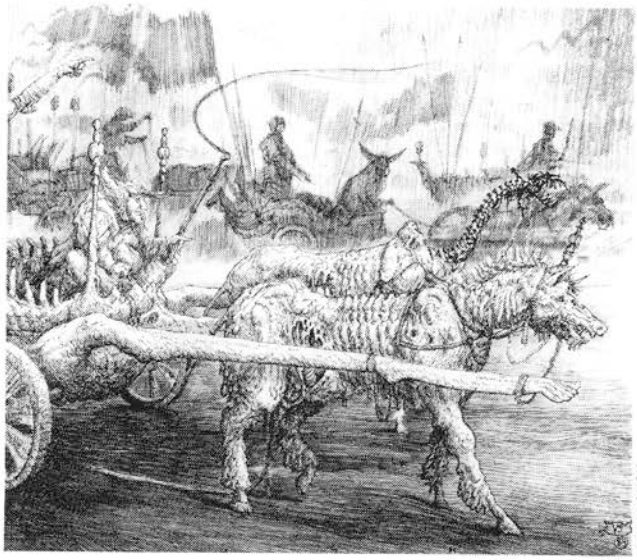
The Warriors of Chaos who follow Nurgle are more inclined than other Champions to ride Chariots. This is partly because carts and wagons form the Nurgle cavalcade, and chariots give an appropriate sense of pageantry. Another reason may be that Champions of Nurgle often pick up uncomfortable debilitating diseases which make it difficult to walk or ride a horse. Chariots are often larger and more like wagons or carts than those associated with other Powers. Chariots may carry banners, flags of other decorative features, and may have additional non-combatant crew such as Nurglings. These make no difference to the fighting abilities of the chariot but add appropriate character to its appearance.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAOS WARRIOR	4	6	6	5	3	2	6	2	9+2	9+2	9+2	9+2
CHAOS STEED	8	4	0	4	4	2	4	2	5	5	5	7

MAXIMUM IN ARMY	7 CHARIOT MODELS
POINTS COST	250 EACH
MODELS PER UNIT	1-7 CHARIOTS
CREW	2 CHAOS WARRIORS
WEAPONS	HAND WEAPON
ARMOUR	HEAVY ARMOUR
CHAOS ATTRIBUTES	D6-3
DRAUGHT ANIMALS	2 CHAOS STEEDS

ANY CHARIOT MAY HAVE

2 EXTRA CHAOS STEEDS	50 POINTS PER CHARIOT Turning Chariot into a heavy chariot.



TONY HOUGH

2 EXTRA CREW FOR HEAVY CHARIOT	150 POINTS PER CHARIOT
SHIELDED CREW	10 POINTS PER CHARIOT

ANY CHARIOT UNIT MAY HAVE

A UNIT STANDARD	80
A UNIT MUSICAL INSTRUMENT	80
GIVE STANDARD 1 MAGIC ABILITY VALUE	100 OR LESS
GIVE MUSICIAN 1 MAGIC ABILITY	25

WAR ALTAR OF NURGLE

This is an altar to Nurgle built upon the frame of a huge cart. It is a horrifying sight, dripping with tattered flesh and decaying banners. It is richly and expensively decorated with jewels and rare cloth, tapestries and noble metals. As one would expect of the Lord of Decay, these are ragged and tarnished as if long entombed. The helmets of former Champions are sometimes nailed to these mobile altars as a token of remembrance. The altar may be accompanied by any number of attendants. Typically these will include a vast horde of lepers, cripples and other diseased and mutilated unfortunates as well as many lunatics and beggars. These characters do not fight, but their presence adds to the splendour of the War Altar. The Altar also swarms with Nurglings and runs with their indescribable bodily wastes.

ADRIAN SMITH

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ALTAR	4	0	0	0	10	5	0	0	-	-	-	-

MAXIMUM IN ARMY 1
POINTS COST 120
MODELS PER UNIT 1 WAR ALTAR built into a wagon or cart together with any number of non-combatant attendants and Nurglings.

ALTAR MAY HAVE
1 ABILITY AS A MAGIC STANDARD 100 OR LESS

SPECIAL RULES As described in the Army List Introduction, War Altars give a +2 leadership bonus within 12". One unit of troops may be appointed to guard the Altar - these Altar Guards are immune to psychology, instability, animosity, and cannot be routed.

MOB OF NURGLINGS at 210 points

Nurglings infest the cavalcade of Nurgle. They get into the army's supplies, they nestle in the beds of Champions, in the stabling straw - in fact in every nook and cranny they can find. To the Army of Nurgle they are no more of an inconvenience than fleas or rats, in fact they are far more appealing in a sort of disgusting and rather smelly way. Although it is nearly impossible not to squash the odd Nurgling every time you sit down or dash hurredly from one side of the encampment to the other, in fact the little creatures can prove to be very useful as they can fight in the battle itself. Their sharp little teeth and violent sense of humour can cause considerable damage to the enemy.

ADRIAN SMITH

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
NURGLING BASE	4	3	3	3	3	3	4	3	7	6	7	7

MAXIMUM IN ARMY 1 UNIT
POINTS COST 210 PER 7 BASES
BASES PER UNIT 7 OR A MULTIPLE OF 7
ARMOUR NONE
WEAPONS NONE

PSYCHOLOGY Nurglings are immune to psychology except where this is caused by a superior type of daemon.

SPECIAL RULES Troops in hand-to-hand combat against Nurglings must test to see if they contract Nurgles Rot.

PLAGUE SKELETONS

A victim of one of Nurgle's contagions belongs to Nurgle for a year and a day following his death. Nurgle can revive the corpse of the victim as either a Plague Zombie or Plague Skeleton to serve in his Chaos Armies.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SKELETON	4	2	2	3	3	1	2	1	5	5	5	5
Option												
5 HERO	4	3	3	4	3	1	3	2	7	7	7	7
10 HERO	4	4	3	4	4	2	3	3	8+1	7	7	7

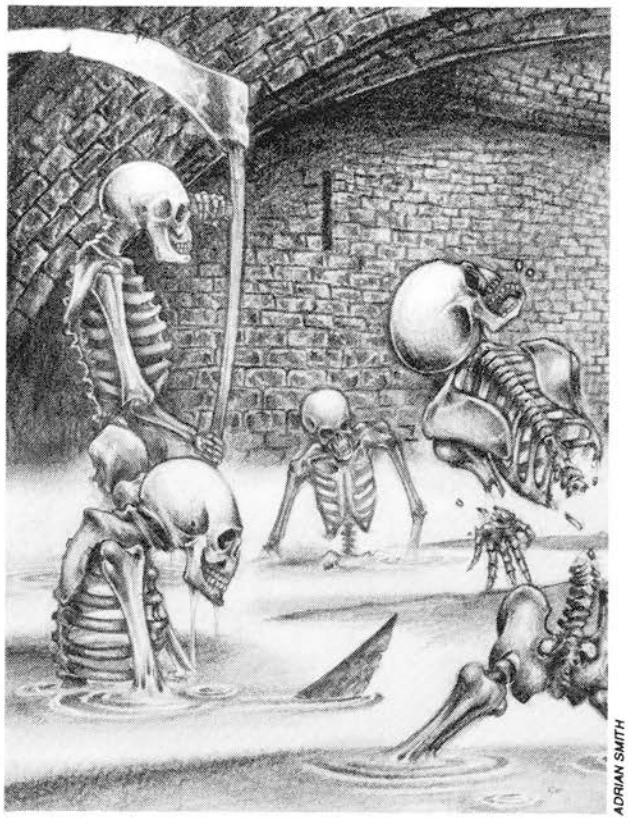
MAXIMUM IN ARMY	2 UNITS
POINTS COST	70 POINTS PER 7
MODELS PER UNIT	7 OR MULTIPLES OF 7
WEAPONS	HAND WEAPON
ARMOUR	NONE
BASE SIZE	20x20mm
CHAOS ATTRIBUTES	NONE

ANY UNIT MAY HAVE:

LIGHT ARMOUR	15 PER 7 MODELS
SPEARS	10 PER 7 MODELS
SHIELDS	10 PER 7 MODELS
A UNIT STANDARD	10
A UNIT MUSICAL INSTRUMENT	10
LEADER UPGRADED TO 5 HERO	20
LEADER UPGRADED TO 10 HERO	70

SPECIAL RULES

A unit of Plague Skeletons must be led by either an Undead Hero, as given in the options, or by an Undead Champion of Chaos.



ADRIAN SMITH

PLAGUE ZOMBIES

A victim of one of Nurgle's contagions belongs to Nurgle for a year and a day following his death. Nurgle can revive the corpse of the victim as either a Plague Zombie or Plague Skeleton to serve in his Chaos Armies.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ZOMBIE	4	2	0	3	3	1	1	1	5	5	5	5
Option												
5 HERO	4	3	3	4	3	1	3	2	7	7	7	7
10 HERO	4	4	3	4	4	2	3	3	8+1	7	7	7

MAXIMUM IN ARMY	2 UNITS
POINTS COST	30 POINTS PER 7
MODELS PER UNIT	7 OR MULTIPLES OF 7
WEAPONS	HAND WEAPON
ARMOUR	NONE
BASE SIZE	20x20mm
CHAOS ATTRIBUTES	NONE

ANY UNIT MAY HAVE:

DOUBLE HANDED WEAPONS	10 PER 7 MODELS
SHIELDS	5 PER 7 MODELS
A UNIT STANDARD	10
LEADER UPGRADED TO 5 HERO	25
LEADER UPGRADED TO 10 HERO	65

SPECIAL RULES

A unit of Plague Zombies must be led by either an Undead Hero, as given in the options, or by an Undead Champion of Chaos.

MARTIN MCKENNA

CHAMPIONS OF NURGLE

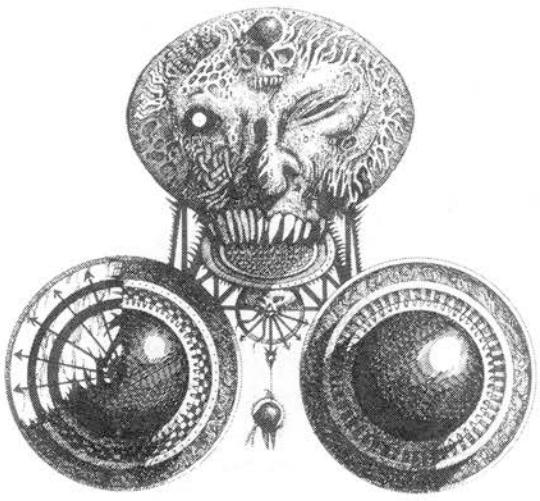
MAXIMUM IN ARMY UNLIMITED — POINTS COST: 100 EACH

The army may include as many independent Champions as the player wishes to purchase at a cost of 100 pts each. The profile and Chaos Attributes of the Champion are determined randomly from the D1000 chart below. Some Champions are obviously better than others, but players will find that the mixture of good and not so good Champions will tend to average out. Also, as Champions will receive occasional rewards, their profiles and attributes will change for the better or worse.

Players who prefer to randomly generate their own Champions may do so if they wish. Create a Champion in the normal way and award him up to D6 random Chaos Attributes - you can always choose to give the model less attributes than the total rolled, but he must always have at least one (ie the attribute which comes with his Mark of Chaos). Remember to add +1 to the creatures toughness as the Mark of Nurgle.

Weapons and other equipment are generated randomly as detailed following the generation chart.

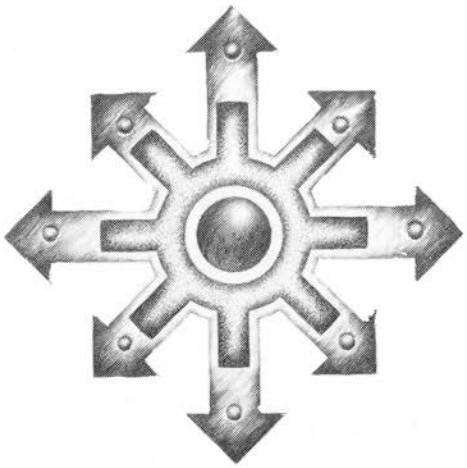
D1000	Creature	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Attributes
001-005	Human	4	4	4	4	4	1	2	3	7	7	7	7	Bestial Face - Lion, Overgrown Head (x3), Massive Intellect, FP2.
006-010	Human	4	3	3	3	4	1	3	2	7	7	7	7	Bestial Face - Bear, Multiple Heads (2), FP2.
011-015	Human	4	4	4	4	4	1	4	2	7	7	7	7	Brightly Patterned Skin (squares), Scaly Skin, (+1 save), FP1.
016-020	Human	6	3	3	3	5	1	3	1	6	6	5	5	Crossbreed with Wolf, Scaly Skin (+1 save), Resilient, FP2.
021-025	Human	4	3	3	3	4	1	3	2	7	7	7	7	Cloud of Flies, Tail, Mane of Hair, Irrational Hatred of Wizards, Bestial Face - Deer, Evil Eye, FP2.
026-030	Fimir	4	4	3	4	7	2	3	0	6	5	3	6	Cowardice, Resilient, Quadruped, Walking Head, Siamese Twin, FP2.
031-035	Dwarf	3	5	4	3	5	1	3	2	9	7	9	9	Eyestalks, Plague Bearer (Bone Ague), Rotting Flesh, Furry, Blood Substitution (electricity), FP3.
036-040	Human	4	3	3	3	4	1	3	1	7	7	7	7	Feathered Hide, FP0.
041-045	Human	4	5	4	4	5	3	8	3	9+2	7	8+1	8+1	Blood Substitution (maggots), Agility, FP0.
046-050	Dwarf	3	4	3	3	5	1	2	1	9	7	9	9	Irrational Hatred of Elves, Manic Fighter, Manikin, Levitation (7pts), Regeneration, FP2.
051-055	Human	4	3	3	3	4	1	4	1	7	7	7	7	Headless, Extra Joints (in arms), FP1.
056-060	Dwarf Wizard	4	4	2	4	5	2	3	3	9+1	6+2	7+1	9+2	Wizard (magic level 1), Cloven Hooves, Shrink (1/2), Crossbreed with Ogre, Resilient, Prehensile Tail, Manikin, FP2.
061-065	Minotaur	6	4	3	4	5	3	3	4	9	5	7	6	Invisibility, Crown of Flesh (eyestalks), Rapid Regeneration, Pseudo-Daemonhood, Bestial Face - Horse, Beaked, FP8.
066-070	Human	2	9	3	3	5	1	2	1	7	7	7	7	Weapon Master, Furry, Scaly Skin (+1 save), Enormously Fat.
071-075	Human	4	3	3	3	4	1	3	2	7	7	7	7	Zoological Mutation - Tail of Lion, Cloven Hooves, Bestial Face - Goat, FP2.
076-080	Human Wizard	4	4	3	4	4	1	3	1	7	8+1	8+1	8+1	Wizard with a Magic Level of 1, Irrational Hatred of Dwarfs, Iron Hard Skin (+3 armour save), Zoological Mutation - Face of Toad, FP2.
081-085	Human Wizard	4	5	3	4	5	3	4	2	9+2	9+2	9+2	9+2	Wizard with a Magic Level of 3, Bestial Face - Goat, Furry, Huge Head, Cloven Hooves, FP2.
086-090	Human	4	3	3	3	4	1	3	1	7	7	7	7	Headless, Transparent Skin, Mane of Hair, FP4.
091-095	Elf Wizard	5	5	4	4	5	1	6	4	8	10+1	10+1	9+1	Wizard with a Magic Level of 1, Multiple Arms (3 extra), FP0.
096-100	Human	4	3	3	3	5	1	3	3	7	7	7	7	Irrational Fear of anything larger than itself, Multiple Arms (2 extra), FP0.
101-105	Dwarf	3	4	3	3	5	1	2	2	9	7	9	9	Poisonous Bite, Pseudo-Daemonhood, Bestial Face - Goat, Zoological Mutation - Torso and foreleg of a horse (loses all weapon attacks), FP7.
106-110	Human	2	3	3	3	4	1	3	3	7	7	7	7	Hopper, Bestial Face - Goat, Headless, Telekinesis, Scorpion Tail (poisonous), FP3.
111-115	Human	4	3	3	3	4	1	3	2	7	7	7	7	Rapid Regeneration, Bestial Face - Goat, Eyestalks, Manikin, Acid Excretion, Horns, FP6.
116-120	Human	4	3	3	3	4	1	3	1	7	7	7	7	Silly Voice, Evil Eye, FP0.
121-125	Human Wizard	3	4	3	3	4	1	4	1	7	8+1	8+1	8+1	Wizard with a Magic Level of 1, Shrink (1/2), Eyestalks, Vividly Coloured Skin, Featureless Face, FP1.
126-130	Human Wizard	4	4	3	4	4	2	4	1	8+1	9+2	8+1	9+2	Wizard with a Magic Level of 1, Hunchback, Bestial Face - Beast of Nurgle, Fits, Black Skin, Limb Transference - Mouth is in stomach, FP4.
131-135	Human Wizard	4	4	3	4	5	2	4	4	8+1	9+2	8+1	9+2	Wizard with a Magic Level of 1, Bestial Face - Goat, Warp Frenzy, Multiple Arms (2 extra), FP1.
136-140	Human Wizard	4	5	3	4	5	3	4	2	9+2	9+2	9+2	9+2	Wizard with a Magic Level of 2, Big Ears, Manic Fighter, Powerful Legs, Bestial Face - Beast of Nurgle, FP1.
141-145	Elf	2	5	5	4	4	1	7	3	8	9	9	8	Tentacle (1 arm), Telekinesis, Bestial Face - Beast of Nurgle, Magician (level 1), Hopper, FP2.
146-150	Dwarf	2	3	3	3	5	1	2	0	9	7	9	9	Plague Bearer (The Shakes), Silly Walk.
151-155	Human Wizard	4	4	3	4	4	1	3	2	7	8+1	8+1	8+1	Wizard with a Magic Level of 1, Prehensile Tail, FP0.
156-160	Dwarf	3	4	3	3	5	1	2	5	9	7	9	9	Horrible Stench, Tentacles (all arms), Multiple Heads (3 total), Bestial Face on 2 heads - both Goat, Featureless Face on third head, FP4.
161-165	Human Wizard	4	4	3	4	4	1	3	1	7	8+1	8+1	8+1	Wizard with a Magic Level of 1, Mace Tail, Crown of Flesh (noses), Atrophied Arm.
166-170	Human Wizard	4	4	3	4	4	2	4	3	8+1	9+2	8+1	9+2	Wizard with a Magic Level of 1, Irrational Hatred of Humans, Rapid Regeneration, Headless, Vividly Coloured Skin, Bestial Face - Goat, Razor Sharp Claws, FP2.
171-175	Human Wizard	4	4	3	4	4	1	3	2	7	8+1	8+1	8+1	Wizard with a Magic Level of 1, Iron Hard Skin (armour save +3), Magic Immune, Bestial Face - Lion, FP2.
176-180	Human	1	3	3	3	5	1	3	3	7	7	7	7	Multiple Arms (2 extra), Mercreature, Fits, FP1.
181-185	Orc	4	3	3	3	4	1	2	4	6	4	6	6	Eyestalks, Bestial Face - Goat, Plague Bearer (Grey Fever), Beaked, FP4.
186-190	Elf	5	4	4	3	6	1	6	6	8	9	9	8	Multiple Arms (4 extra), Irrational Fear of loud noises, Limb Transference (leg growing from stomach, arm growing from knee, mouth on back, eyes on hip), Flaming Skull Face, Hideous Appearance, Bestial Face - Goat, FP13.
191-195	Dwarf	3	5	4	4	5	1	3	2	9	9	9	9	Technology (Shuriken Catapult), Rearranged Face, Bestial Face - Goat, FP3.
196-200	Human Wizard	4	4	3	4	4	1	3	1	7	8+1	8+1	8+1	Wizard with a Magic Level of 1, Horrible Stench, Magic Resistant, FP0.
201-205	Human	4	5	4	4	4	2	4	3	8+1	7	7	7	Headless, FP1.
206-210	Human Wizard	4	5	3	4	6	3	4	1	9+2	7+2	9+2	9+2	Wizard with a Magic Level of 2, Blood Rage, Tentacles (both arms), Rotting Flesh, Moronic.
211-215	Human	4	5	6	6	5	3	5	6	8+1	9+2	9+2	8+1	Blood Substitution (maggots), Fear of Blood, Chaos Lord with Chaos Armour and random Daemonic Weapon, Bestial Face - Goat, Snake Tail (poisonous), FP2.
216-220	Human Wizard	4	4	3	4	3	2	4	1	8+1	9+2	8+1	9+2	Wizard with a Magic Level of 1, Extremely Thin, Burning Body, Big Ears, Hunchback, Crest, Levitation (4pts), FP4.
221-225	Dwarf	3	4	3	3	5	1	2	2	9	7	9	9	Rapid Regeneration, Bestial Face - Goat, Eyestalks, FP1.
226-230	Dwarf Wizard	3	5	3	4	5	1	2	1	9	8+1	10+1	10+1	Wizard with a Magic Level of 1, Bestial Face - Goat, FP1.
231-235	Dwarf Wizard	3	6	3	4	5	3	3	2	10+2	9+2	10+2	10+2	Wizard with a Magic Level of 2, Cloud of Flies, Headless, Magic Resistant, Mace Tail, Multiplication, FP1.
236-240	Elf	5	5	4	4	4	2	7	3	9+1	10+2	10+1	10+2	Multiple Heads (1 extra), Crown of Flesh (ears), Bestial Face - Goat, Eyestalks, FP4.
241-245	Elf Wizard	5	6	5	6	5	4	10	3	10+3	10+3	10+3	9+3	Wizard with a Magic Level of 1, Additional Eye, Fangs, Chaos Lord with Chaos Armour and Magic Level +1, FP2.
246-250	Dwarf	6	6	5	7	8	8	2	4	10+3	10+3	10+3	10+3	Growth (x3), Evil Eye, Bestial Face - Beast of Nurgle, FP4.
251-255	Human	5	5	2	7	4	2	4	2	8+2	6	7+1	7+1	Crossbreed with Warhound, Mechanical Body (metal arms and hands), FP3.



D1000	Creature	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Attributes
256-260	Human	4	4	4	4	6	1	4	3	7	7	9	7	Resilient, Hideous Appearance, Blood Substitution - Electricity, Bestial Face - Rat, Vampire, Technology - Shuriken Pistol, FP14.
261-265	Human Wizard	2	4	3	4	4	2	4	2	8+1	9+2	10+3	9+2	Wizard with a Magic Level of 1, Rearranged Face, Overgrown Body Part - Torso x2, Silly Voice, Cloud of Flies, Poisonous Bite, Technology - Autogun, FP2.
266-270	Human Wizard	4	4	2	4	4	1	3	2	7	8+1	8+1	8+1	Wizard with a Magic Level of 1, Bestial Face - Goat, Blood Substitution (maggots), Silly Walk, Plague Bearer (Eye Rot), Powerful Legs, Scaly Skin (+1 armour save), FP3.
271-275	Goblin	3	1	3	5	5	1	2	1	5	5	5	5	Overgrown Body Part (x4 arms), FP1.
276-280	Elf	6	4	2	5	5	3	4	2	7	7	3	6	Crossbreed with Wyvern, Tentacles (one arm), Wings (speed 5-15", acceleration 6"), Cowardice, Blood Substitution - Acid, FP3.
281-285	Goblin	4	2	3	3	2	1	2	1	5	5	5	5	Birds Feet, Hunchback, Walking Head, Extremely Thin, FP2.
286-290	Human Wizard	4	4	3	4	4	1	3	2	7	8+1	8+1	8+1	Wizard with a Magic Level of 1, Bestial Face - Goat, Evil Eye, Cloud of Flies, Irrational Fear of Humans, FP2.
291-295	Human	4	3	3	3	4	1	3	1	7	7	7	7	Tentacle (one arm), Featureless Face, Flaming Skull Face, FP3.
296-300	Dwarf Wizard	3	5	3	4	7	1	2	1	9	8+1	10+1	10+1	Wizard with a Magic Level of 1, Furry, Crystalline Body, Burning Body, FP5.
301-305	Human	4	3	3	3	4	1	3	1	6	6	6	6	Huge Head, Plague Bearer (Grey Fever), Walking Head, FP3.
306-310	Human Wizard	8	9	3	7	6	4	1	2	8+1	7+2	8+1	9+2	Wizard with Magic Level of 1, Pin Head (stupidity), Weapon Master, Bestial Face - Bat, Manikin, Growth (x3), Zoological Mutation - Ears of a horse, FP7.
311-315	Human Wizard	4	4	3	1	1	2	4	2	8+1	6+2	8+1	9+1	Wizard with a Magic Level of 1, Puny, Spits Acid, Suckers, Moronic (stupidity), Bestial Face - Goat, Pointed Head, FP2.
316-320	Human	4	4	2	3	4	2	4	3	8+2	7	7+1	7+1	Levitation (6pts), Crossbreed with Pygmy, Bestial Face - Goat, Plague Bearer (Eye Rot).
321-325	Human	4	4	4	4	4	1	4	4	7	7	7	7	Scorpion Tail (poisonous), Bestial Face - Goat, Prehensile Tail, FP2
331-335	Human Wizard	2	5	3	5	4	1	3	3	7	8+1	8+1	8+1	Wizard with a Magic level of 1, Limb Transference (arm grows from knee), Mechanical Body part (arm), Siamese Twins (back to back), Suckers, Birds Feet, Wings (Fly 1-17", acc 6"), FP6.
336-340	Human	4	3	3	3	4	1	3	4	7	7	7	7	Scorpion Tail, Bestial Face - Goat, Evil Eye, Snake Tail (extra poisonous bite), Dimensional Instability, Silly Voice, FP3.
341-345	Human	4	2	2	6	6	1	3	3	6	6	6	7	Extremely Thin, Razor Sharp Claws, Hopper, Breathes Fire, Metal Body, Crossbreed with Troll, FP5.
346-350	Human	4	5	4	5	8	1	4	5	7	7	7	7	Irrational Fear of anything larger than itself, Crystalline Body, Overgrown Arms (x2), Multiple Arms (3 extra), Crown of Flesh (tongues), Bestial Face - Goat, FP5.
351-355	Human Wizard	4	4	3	4	4	1	3	2	7	8+1	8+1	8+1	Wizard with a Magic Level of 1, Multiple Arms (1 extra), FP1.
356-360	Minotaur	6	4	3	4	4	3	3	5	9	4	7	6	Bestial Face - Goat, Skull Face, Horrible Stench, Fangs, Pointed Head, Beaked, FP4.
361-365	Human	4	5	4	4	5	2	4	3	8+1	7	7	7	Long Nose, Crest, FP0.
366-370	Dwarf Wizard	2	6	3	4	6	3	3	1	10+2	10+3	10+2	10+2	Wizard with a Magic Level of 2, Short Legs, Technology - Plasma Gun, Irrational Hatred (of Dwarfs), FP1.
371-375	Human	4	3	2	4	4	1	3	3	7	7	7	7	Beaked, Prehensile Tail, Plague Bearer (Eye Rot), Hunchback, FP3.
376-380	Human	2	5	4	4	4	2	4	3	8+1	7	7	7	Tail, Zoological Mutation - Foreleg of a Bear, Hopper, Horrible Stench, Multiplication, Cloud of Flies, FP1.
381-385	Human	4	10	9	9	6	5	7	7	10+3	10+3	10+3	10+3	Bestial Face - Goat, Chaos Lord (with Chaos Armour), Overgrown Body Part (feet x3), Strong, Enormous Noise, Uncontrollable Flatulence - Noxious Gas, Fear of Blood, Beaked, Multiplication, FP3.
386-390	Elf	5	5	5	4	4	1	7	3	8	9	9	8	Bestial Face - Goat, Tentacles (1 arm), Featureless Face, FP3.
391-395	Elf	5	4	4	3	4	1	6	2	8	9	9	8	Beaked, FP1.
396-400	Human	4	3	3	3	4	1	3	1	7	7	7	7	Hunchback, Telekinesis, Silly Voice, FP0.
401-405	Dwarf	2	4	3	3	5	1	2	1	9	7	9	9	Plague Bearer (Creeping Buboes), Extra Joints in arms, FP1.

D1000	Creature	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Attributes
406-410	Human Wizard	2	4	3	4	5	2	3	1	8+1	9+2	8+1	9+2	Wizard with a Magic Level of 1, Enormously Fat, Bestial Face - Tiger, Atrophied Arms (both), FP1.
411-415	Dwarf	3	5	4	4	5	1	3	4	9	9	9	9	Massive Intellect, Bestial Face - Snake (poisonous bite), Beaked, FP2.
416-420	Human	2	4	4	4	5	1	7	2	7	7	7	7	Agility, Eyestalks, Resilient, Short Legs, Big Ears, FP1.
421-425	Human Wizard	4	4	3	4	4	2	4	2	8+1	10+3	8+1	9+2	Wizard with a Magic Level of 1, Technology - Autopistol, Illusion of Normality, Bestial Face - Goat, Headless, Levitation (7pts), Multiplication, FP3.
426-430	Human	5	5	4	8	6	1	4	3	7	10+3	7	7	Fits, Hunchback, Massive Intellect, Big Ears, Mechanical Body, FP3.
431-435	Dwarf	3	4	3	3	5	1	2	1	9	5	9	9	Pin Head, FP1.
436-440	Human Wizard	4	4	3	3	3	3	5	1	9+2	7+2	8+2	8+2	Wizard with a Magic Level of 2, Shrink (3rd), Beweaponed Extremities, Crossbreed with Minotaur, Flaming Skull Face, FP1.
441-450	Human	3	5	6	1	1	3	5	4	10+3	10+3	8+1	9+2	Chaos Lord (magic level 1), Puny, Blood Rage, Scorpion Tail, Extra Joints in Arms, Plague Bearer (Creeping Buboes), FP2.
451-455	Human Wizard	2	4	3	4	4	1	3	1	7	8+1	8+1	8+1	Wizard (magic level 1), Limb Loss (one leg), FP0.
456-460	Dwarf	8	2	3	7	8	3	1	2	9	5	9	9	Moronic (stupidity), Growth (x4), Bestial Face - Goat, Iron Hard Skin (+3 save), FP5.
461-465	Human Wizard	2	5	4	4	5	4	5	1	9+2	10+3	9+2	10+3	Wizard with a Magic Level of 3, Irrational Fear of reptiles, Wings (Large - fly 0-17", acc 6"), Rotting Flesh, Hunchback, Limb Transference - Eyes on back and hand on foot, FP4.
466-470	Human	4	5	4	3	4	3	5	4	9+2	9+2	8+1	8+1	Scorpion Tail, Bestial Face - Goat, Technology - Hand Flamer, Uncontrollable Flatulence - Crazy Gas, Eyestalks, Plague Bearer (Bone Ague), Irrational Fear of anything yellow, FP5.
471-475	Human	4	4	4	4	4	1	4	2	7	7	7	7	Rotting Flesh, FP1.
476-480	Dwarf	4	4	2	4	5	1	3	2	7	5	8	9	Crossbreed with Harpy (can fly 6-24", acc 6"), Bestial Face - Beast of Nurgle, Tail, Iron Hard Skin (+3 save), FP3.
481-485	Human	4	4	4	4	4	1	4	2	7	7	7	7	Acid Excretion, FP1.
486-490	Human	4	6	4	4	5	4	6	4	10+3	7	8+1	8+1	Black Skin, Irrational Hatred of anything blue, Temporal Instability (voluntary), FP1.
491-495	Dwarf	0	4	3	3	5	1	2	2	9	7	9	9	Limb Loss (both legs), Rapid Regeneration, Furry, Bestial Face - Beast of Nurgle, FP1.
496-500	Human Wizard	16	2	3	7	5	8	1	3	8+1	9+2	8+1	9+2	Wizard with a Magic Level of 1, Puny, Bestial Face - Goat, Scorpion Tail (poisonous), Growth (x3), Growth (x3), FP6.
501-505	Human	4	5	4	4	5	2	4	3	8+1	7	7	7	Magic Immune, Albino, FP0.
506-510	Dwarf Wizard	3	5	3	4	5	1	2	2	9	8+1	10+1	10+1	Bestial Face - Beast of Nurgle, FP1.
511-515	Beastmen	3	4	3	3	5	2	3	2	7	6	7	6	Poisonous Bite, Rapid Regeneration, Silly Walk, Hunchback, FP0.
516-520	Human	2	4	4	2	6	1	6	2	7	7	7	7	Crystalline Body, Shrink (3rd), Hypnotic Gaze, FP0.
521-525	Dwarf Wizard	2	8	8	6	7	5	8	5	10+3	9+3	10+3	10+3	Wizard with a Magic Level of 3, Technology - Hand Flamer, Bestial Face - Goat, Pseudo-daemonhood (wings/tail/horn - flies 5-15" acc 6"), Hypnotic Gaze, Chaos Lord (with Chaos Armour), Limb Loss (one arm), Fangs, Pointed Head, Hopper, Tentacles (remaining arm), FP9.
526-530	Human	2	3	3	3	6	1	1	4	7	7	7	7	Bestial Face - Beast of Nurgle, Multiple Arms (2 extra), Irrational Hatred (Wizards), Alcoholism, Siamese Twin (back to back), Overgrown Body Part - Feet x4, FP3.
531-535	Dwarf	3	2	2	6	7	1	2	3	9	7	9	9	Metal Body, Invisibility, Bestial Face - Goat, Dimensional Instability, Scorpion Tail - poisonous, Beweaponed Extremities, FP6.
536-540	Elf	5	4	4	3	4	1	6	2	8	9	9	8	Bestial Face - Goat, FP1.
541-545	Human	4	3	3	3	4	1	3	2	7	7	7	7	Bestial Face - Goat, FP1.
546-550	Dwarf Wizard	3	5	3	4	4	1	2	3	9	8+1	10+1	10+1	Wizard with a Magic Level of 1, Bestial Face - Goat, Mace Tail, Skull Face, Brightly Patterned Skin (coloured lozenges), FP2.
551-555	Human	4	5	4	4	6	3	5	6	9+2	7	8+1	8+1	Hunchback, Bestial Face - Goat, Additional Eye, Birds Feet, Rotting Flesh, Multiple Arms - 2 extra, FP3.
556-560	Dwarf	3	6	4	4	6	2	3	4	10+1	7	9	9	Bestial Face - Goat, Fits, FP1.
561-565	Elf	5	5	5	4	4	1	7	2	8	9	9	8	Vampire, Hunchback, Overgrow Body Part (head x2), Irrational Fear of Humans, Featureless Face, FP5.
566-570	Skaven	5	3	3	3	4	1	4	2	6	6	5	7	Magic Immune, Crest, Pseudo-Daemonhood (wings, tail, horn - fly 1- 18" acc 4"), Eyestalks, Poisonous Bite, FP6.
571-575	Elf Wizard	5	6	4	4	5	3	7	1	10+2	10+2	10+2	10+2	Wizard with a Magic Level of 2, Tail, FP0.
576-580	Elf	5	5	4	4	4	1	7	1	8	9	9	8	Enormous Noise, Plague Bearer (Eye Rot), FP1.
581-585	Human	4	5	4	4	4	2	4	3	7+1	6	6	6	Bestial Face - Beast of Nurgle, Tentacles (both arms), Rearranged Face, Plague Bearer (Grey Fever), Multiple Heads - 1 extra, FP5.
586-590	Human	4	5	4	4	2	2	4	4	8+1	7	7	7	Extremely Thin, Brightly Patterned Skin, Bestial Face - Beast of Nurgle, Huge Head, Warp Frenzy, FP2.
591-595	Human	4	3	3	3	4	1	6	2	7	7	7	7	Silly Voice, Levitation (6pts), Tentacles (both arms), Poisonous Bite, Agility, FP0.
596-600	Dwarf	3	4	3	3	5	1	2	2	9	7	9	9	Horrible Stench, Regeneration, Bestial Face - Goat, Tentacle (one arm), Enormous Noise, FP2.
601-605	Elf	13	2	4	7	7	2	1	2	8	9	9	8	Growth (x4), Fangs, Birds Feet, Vividly Coloured Skin, Tentacles (both arms), FP5.
606-610	Human	4	3	3	3	4	1	6	1	7	7	7	7	Agility, FP0.
611-615	Dwarf	3	5	4	4	4	1	3	2	9	7	9	9	Walking Head, Manic Fighter, Mouth of Bear, Eyestalks, FP3.
616-620	Elf	5	4	4	3	4	1	6	1	8	9	9	8	Acid Excretion, FP1.
621-625	Elf Wizard	6	5	4	4	5	2	7	1	9+1	10+2	10+1	10+1	Wizard with a Magic Level of 1, Big Ears, Extra Joints in legs, Limb Transference - leg on back, Iron Hard Skin (+3 save), Burning Body, FP5.
626-630	Human Wizard	4	4	3	4	4	1	4	2	7	8+1	8+1	8+1	Wizard with a Magic Level of 1, Temporal Instability - voluntary, Extra Joints in arm, Hunchback, Bestial Face - Goat, FP2.

D1000	Creature	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Attributes
631-635	Human	4	3	3	3	4	1	3	1	7	9	7	7	Hunchback, Massive Intellect, FP1.
636-640	Dwarf	3	5	4	4	5	1	4	3	9	9+2	9	9	Fangs, Extra Joints - Arms, Technology - Bolter, FP3.
641-645	Dwarf Wizard	3	10	3	4	2	2	3	2	10+1	9+2	10+1	10+2	Wizard (magic level 2), Weapon Master, Multiple Heads (1 extra), Bestial Face - Goat, Extremely Thin, FP2.
646-650	Dwarf	2	4	3	3	5	2	1	1	9	6	9	9	Huge Head, Overgrown Body Part (torso x3 - crawls on all fours), Pointed Head, Bestial Face - of Goat, FP3.
651-655	Dwarf	3	5	4	4	5	1	3	2	9	7	9	9	Bestial Face - Ape, Flaming Skull Face, FP2.
656-660	Elf	5	4	4	3	4	1	6	1	8	7	9	8	Manikin, Brightly Patterned Skin - zig-zags, Moronic (stupidity), FP2.
661-665	Dwarf Wizard	3	5	3	1	1	2	3	2	10+1	9+2	10+1	10+2	Wizard with a Magic Level of 1, Bestial Face - Goat, Long Nose, Warty Skin (+1 save), Puny, FP1.
666-670	Human	4	7	5	5	5	4	5	4	10+3	10+3	9+2	9+2	Technology - Plasma Gun, Crown of Flesh - Fingers, Tentacles (both arms), Overgrown Body Part - Arms x2, Warty Skin (+1 save), FP4.
671-675	Human Wizard	2	4	3	4	4	1	3	3	7	8+1	8+1	8+1	Wizard with a Magic Level of 1, Bestial Face - Bull, Skull Face, Overgrown Body Part - Torso x2, Evil Eye, Prehensile Tail, FP4.
676-680	Human	2	4	4	3	2	1	7	4	7	7	7	7	Shrink (quarter), Beaked, Silly Walk, Burning Body, Mace Tail, FP1.
681-685	Dwarf	3	6	4	4	6	3	4	3	10+2	7	10+1	10+1	Tentacles - both arms, FP1.
686-690	Human	4	3	3	3	4	1	2	2	7	7	7	7	Silly Walk, Plague Bearer (Creeping Buboes), Razor Sharp Claws, Multiple Heads - 1 extra, Tentacles - one arm, FP2.
691-695	Human	4	7	4	3	5	3	4	6	9+2	8+1	8+1	8+1	Chaos Lord (with Chaos Armour), Scorpion Tail - poisonous, (another!) Scorpion Tail - poisonous, Bestial Face - Goat, FP3.
696-700	Human	4	2	3	7	5	2	3	3	7	7	7	7	Strong, Overgrown Body Part - Hands x4, Multiple Arms - 2 extra, Feathered Hide, FP1.
701-705	Dwarf	3	4	3	3	5	1	2	1	9	7	9	9	Dimensional Instability, FP0.
706-710	Human	1	5	4	4	5	3	5	3	9+2	7	8+1	8+1	Tentacles - one arm, Alcoholism, Siamese Twin (side by side), Vividly Coloured Skin, FP2.
711-715	Human	4	3	3	3	3	1	3	1	6	6	6	6	Crossbreed with Skeleton, Additional Eye, Featureless Face, FP3.
716-720	Dwarf	3	6	4	4	6	2	3	5	10+1	6	9	9	Bestial Face - Goat, Limb Transference (leg grows from foot, hand grows from knee, arms grows from groin, head grows from hip), Beaked, Pointed Head, FP3.
721-725	Elf	5	4	4	3	4	1	6	1	8	9	9	8	Blood Rage, FP0.
726-730	Human	4	4	4	4	3	1	4	3	7	10+3	7	7	Bestial Face - Goat, Pseudo-Daemonhood (wings, tail, horns - flies 2-9", acc 6"), Blood Rage, Massive Intellect, Technology - Bolter, Hideous Appearance, FP18.
731-735	Elf Wizard	5	5	4	4	4	2	7	1	9+1	10+2	10+1	10+2	Warty Skin (+1 save), Eyestalks,
736-740	Elf	1	4	4	3	4	1	6	2	8	9	9	8	Bestial Face - Goat, Mercreature, FP2.
741-745	Elf Wizard	5	5	4	4	4	1	9	4	8	10+1	10+2	9+1	Wizard with a magic level of 1, Tentacles (one arm, Bestial Face - Goat, Chaos Lord (Chaos Armour, increase magic level to 2), Eyestalks, Breathes Fire, FP4.
746-750	Dwarf Wizard	4	6	3	8	7	2	3	3	10+1	9+2	10+1	10+2	Wizard with a magic level of 1, Walking Head, Bestial Face - Goat, Mechanical Body - completely robotic with mechanical legs, Spits Acid, FP4.
751-755	Elf	3	5	5	4	4	4	5	0	10+2	9	10+1	10+1	Tentacles - one arm, Overgrown Body Part - Torso x4 (moves on all fours), FP2.
756-760	Human	3	1	3	5	6	5	1	2	7	7	7	7	Siamese Twin (back to back), Bestial Face - Lion, Rotting Flesh, Uncanny Resemblance, Shrink (quarter), Growth (x4), FP3.
761-765	Human	4	3	3	3	4	1	3	1	7	7	7	7	Uncontrollable Flatulence (noxious), Acid Excretion, Hunchback, FP2.
766-770	Human	12	5	4	4	6	3	6	4	8+1	7	7	7	Prehensile Tail, Overgrown Body Part (legs x4), FP1.
771-775	Human	4	2	2	6	7	1	3	1	7	7	7	7	Metal Body, Tentacles (one arm), Powerful Legs, FP4.
776-780	Human	2	4	4	4	4	1	4	3	7	7	7	7	Bestial Face - Bat, Siamese Twin (side by side), FP2.
781-785	Human	4	10	4	4	5	3	5	3	9+2	7	8+1	8+1	Weapon Master, FP0.
786-790	Elf Wizard	5	5	4	4	4	1	6	1	8	10+1	10+1	9+1	Wizard (magic level 1), Cloud of Flies, FP0.
791-795	Human	6	4	4	6	4	1	4	4	7	7	3	7	Bestial Face - Goat, Tentacles (one arm), Rotting Flesh, Mechanical Body (metal hands and legs - replace with tracks), Poisonous Bite, Cowardice, FP5.
796-800	Human	4	3	3	3	4	1	3	2	7	7	7	7	Bestial Face - Goat, Long Neck, FP1.
801-805	Dwarf	3	5	4	4	5	1	3	2	9	7	9	9	Irrational Hatred of anything blue, FP0.
806-810	Human Wizard	4	5	3	4	5	3	4	2	9+2	9+2	9+2	9+2	Wizard with a Magic Level of 2, Magic Immune, Bestial Face - Goat, FP1.
811-815	Skaven	5	3	3	3	4	1	3	1	6	6	6	7	Horns, Flaming Skull Face, Crossbreed with Orc, FP3.
816-820	Human	4	4	4	1	1	1	3	1	7	7	7	7	Quadruped, Enormously Fat, Puny, Bestial Face - Lion, FP1.
821-825	Human Wizard	8	4	3	5	6	2	6	2	8+1	9+2	8+1	9+2	Wizard with a Magic Level of 1, Overgrown Body Part - Legs x3, Bestial Face - Goat, Evil Eye, Hunchback, Burning Body, Cloven Hooves, FP7.
826-830	Hobgoblin	4	3	3	5	7	1	3	3	7	8	3	8	Chaos Lord (with Chaos Armour and a Daemon Weapon), Bestial Face - Goat, Fangs, Limb Loss - both arms, Wings - small, cannot fly, Multiple Arms (2 extra - now has 2 in total!), Plague Bearer (Green Pox), Moronic (stupidity), Hunchback, Pointed Head, FP5.
831-835	Human	3	3	1	4	4	2	2	2	8	6	7	4	Bestial Face - Weasel, Strong, Flaming Skull Face, Crossbreed with Giant Leech, Massive Intellect, Temporal Instability - involuntary, FP3.
836-840	Dwarf	4	6	4	7	5	1	3	3	9	7	9	9	Mechanical Body (mechanical arms, legs - hoverer - hands, head), FP2.
841-845	Elf	4	5	5	4	4	1	6	5	8	9	9	8	Horns, Bestial Face - Goat, Plague Bearer (Creeping Buboes), Razor Sharp Claws, Limb Loss - Shield arm, Long Spines, FP4.



D1000	Creature	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Attributes
846-850	Human	4	3	3	3	4	1	3	3	7	7	7	7	Snake Tail (poisonous), Zoological Mutation - Lower body of Scorpion, Cloven Hooves, Bestial Face - Beast of Nurgle, FP2.
851-855	Dwarf	3	4	3	3	4	1	2	2	9	9+2	9	9	Horns, Massive Intellect, Hypnotic Gaze, Fits, FP1.
856-860	Elf	5	4	4	3	4	1	6	1	8	9	9	8	Razor Sharp Claws, Warp Frenzy, FP0.
861-865	Orc	4	3	3	3	5	1	2	1	7	6	7	7	Invisibility, Technology - Bolter, Mane of Hair, Resilient, FP1.
866-870	Human Wizard	4	4	3	4	4	1	2	1	7	8+1	4	8+1	Wizard with a Magic Level of 1, Birds Feet, Levitation (6pts), Overgrown Body Part - Feet x2, Cowardice, FP1.
871-875	Human Wizard	2	4	3	2	6	1	6	1	8+1	9+2	8+1	9+2	Wizard with a Magic Level of 1, Powerful Legs, Crystalline Body, Shrink (by third), FP0.
876-880	Elf Wizard	5	6	4	4	5	3	7	3	10+2	10+2	10+2	10+2	Wizard with a Magic Level of 2, Limb Transference (mouth to foot, leg to back, other leg to chest, eyes to chest), Snake Tail (poisonous), Huge Head, Beaked, FP5.
881-885	Dwarf	3	4	3	3	5	1	2	2	9	7	9	9	Cloven Hooves, Snake Tail, FP1.
886-890	Elf	5	5	5	4	4	1	7	2	8	9	9	8	Warp Frenzy, FP0.
891-895	Dwarf Wizard	3	5	3	4	5	1	2	1	9	8+1	10+1	10+1	Wizard with a Magic Level of 1, Fits, FP0.
896-900	Human	4	5	4	4	5	3	5	4	9+2	7	8+1	8+1	Fangs, Albino, FP1.
901-905	Human	4	3	3	6	4	1	3	2	7	7	7	7	Silly Voice, Strong, Horns, FP0.
906-910	Human Wizard	4	4	3	4	4	1	3	1	7	8+1	8+1	8+1	Wizard with a Magic Level of 1, Cloven Hooves, FP0.
911-915	Skaven	15	3	3	4	5	2	4	2	6	5	5	7	Pointed Head, Overgrown Body Part - Legs x4, Bestial Face - Goat, FP2.
916-920	Human Wizard	4	4	3	4	4	2	4	3	8+1	9+2	8+1	9+2	Wizard with a Magic Level of 1, Birds Feet, Pseudo-Daemonhood (horns, wings and tail - flies 3-16", acc 5"), Acid Excretion, Bestial Face - Goat, Black Skin, Tentacles (all arms), FP9.
921-925	Human	4	4	3	4	4	1	2	1	7	7	7	7	Featureless Face, Overgrown Body Part - Arms x2, Rotting Flesh, FP3.
926-930	Human Wizard	4	5	4	4	5	4	5	1	9+2	10+3	9+2	10+3	Wizard with a Magic Level of 3, Spits Acid, FP0.
931-935	Human	4	3	3	3	4	1	3	1	7	9	7	7	Massive Intellect, FP0.
936-940	Dwarf	3	4	3	3	6	1	2	1	9	7	4	9	Burning Body, Cowardice, FP3.
941-945	Human	2	3	3	1	3	1	3	3	7	8+1	7	7	Bestial Face - Beast of Nurgle, Technology - Bolt Pistol, Fangs, Tentacles - all arms, Powerful Legs, Shrink (quarter), FP1.
946-950	Human	1	4	4	4	4	1	4	2	7	7	7	7	Hopper, FP0.
951-955	Elf	5	5	5	4	4	1	7	2	8	9	9	8	Evil Eye, Irrational Fear of Orcs, FP1.
956-960	Human Wizard	4	4	3	4	4	1	3	2	7	8+1	8+1	8+1	Wizard with Magic Level of 1, Breathes Fire, Beweaponed Extremities, Bestial Face - Beast of Nurgle, Crest, FP3.
961-965	Elf	3	4	4	2	6	1	7	2	10+3	9	9	8	Chaos Lord (with 1 magic level), Big Ears, Scorpion Tail, Atrophy - Head (stupidity), Albino, Shrink (half), Tentacles - all arms, Crystalline Body, Massive Intellect, Teleport (self), Eyestalks, FP4.
966-970	Human	4	3	3	3	4	1	3	1	7	7	7	7	Blood Rage, Crown of Flesh - Ears, FP1.
971-975	Human Wizard	2	4	3	4	4	2	4	2	8+1	9+2	8+1	9+2	Wizard with a Magic Level of 1, Elastic Limbs, Razor Sharp Claws, Tentacles - 1 arm, Short Legs, FP1.
976-980	Human	4	3	1	3	4	1	3	1	7	7	7	7	Crest, Hideous Appearance, One Eye, FP10.
981-985	Dwarf Wizard	3	5	3	4	4	1	2	2	9	8+1	10+1	10+1	Wizard with a Magic Level of 1, Technology - Flamer, Additional Eye, Bestial Face - Goat, FP3.
986-990	Human	4	6	5	4	5	4	6	5	10+3	9+2	9+2	9+2	Bestial Face, FP1.
991-995	Human	2	3	3	3	3	1	3	2	7	7	7	7	Enormous Noise, Tail, Hopper, Prehensile Tail, FP0.
996-000	Human	4	4	2	4	4	1	4	3	7	7	7	7	Fits, Bestial Face - Goat, Rapid Regeneration, One Eye, FP1.

DAEMONIC FAMILIARS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Combat	4	6	-	5	5	1	6	2	10	2	10	10
Magic	4	4	4	4	3	1	6	1	8	8	8	8

POINTS COST FREE

Any Wizard Champion may have a single daemonic familiar. This takes the shape of a tiny Nurgling which lives among the folds of the Champion's clothing, or perches on his shoulder where it demonstrates its affection by occasionally defecating over his back or vomiting down his neck. The familiar costs no points. Roll a D100 to determine the type of familiar.

D100	Familiar
01-12	Daemonic Familiar of Combat
13-34	Daemonic Familiar of Magical Focus
25-56	Daemonic Familiar of Magical Power
57-78	Daemonic Familiar of a Magical Spell
79-00	Daemonic Familiar of Magical Storage

PALANQUINS FOR CHAMPIONS

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
PALANQUIN	6	-	-	-	5	3	-	D6S3	-	-	-	-

POINTS COST 50 pts

A Champion may ride into battle on a Palanquin of Nurgle at a points cost of 50 points. For rules regarding the Palanquin's Cloud of Flies, Movement, and Sticky Pools see the *Magic of Nurgle* section.

ADRIAN SMITH

MOUNT FOR CHAMPIONS

POINTS COST 25 pts PER ROLL

A Champion may ride a mount generated from the table below at a points cost of 25 pts. If not satisfied with the first result, the player can roll again at an extra points cost of 25 per re-roll. The original, and any subsequent, re-rolled result is ignored.

Alternatively, if the Champion has 3 or more fear points, he may ride any of the creatures generated for the army from the Creatures of Chaos Table - this costs no additional points.

Note that a Palanquin of Nurgle can also be bought at a fixed points cost of 50 pts.

D100	Mount
01-25	Horse
26-50	Warhorse
51-75	Chaos Steed
76-00	Palanquin of Nurgle

ARMY STANDARDS

POINTS COST 50 pts + UP TO 200 pts OF ABILITIES

MAXIMUM IN ARMY 1

The army may include 1 army standard which may be carried by any Champion of Chaos except the army's General. The Army Standard costs 50 points and may have up to 2 special abilities at a cost of up to

100 points each. If the army standard has special abilities, at least one must be chosen from amongst the special Nurgle abilities.

Ability	Cost	Ability	Cost
Battle Banner	100	War Banner	25
Icon of Divine Wrath	100	Ward of the Brave	25
Bane Banner	100	Relic Banner	25
Amuletic Standard	100		
Sacred Banner	100	**Nurgle Ability**	**Cost**
Hellfire Banner	50	Plague Banner	100
Dread Banner	50	Pestilent Standard	50
Talismanic Standard	50	Disease Banner	25

DEATH HEAD OF NURGLE

MAXIMUM IN ARMY 7

POINTS COST FREE

Champions of Nurgle may be given one or more Death Heads, up to a total of 7 in the entire army. These may be replenished after each battle, so long as the total does not exceed 7.

STAFF OF NURGLE

MAXIMUM IN ARMY 7

POINTS COST FREE

Champions of Nurgle may be given a Staff of Nurgle, up to a total of 7 in the army. These may be replenished after the battle if their users are slain, so long as the total does not exceed 7.

GIFTS FOR CHAMPIONS

Each Champion may have up to D6 Gifts. These are free and afford a means of equipping the character at no extra points cost. Roll a D6 for the Champion and the model may have up to this number of randomly generated Gifts from the table below. The player is not obliged to give a Champion any Gifts at all if he does not want to: the number rolled is merely the *maximum* number the character can have: the player can always stop short of this total when he has generated as many as he wants.

For example, you might roll 4 gifts, but you decide to stop after generating only 2. Generate each Gift from the table below and apply any further profile modifiers. Consult the main *Chaos Rewards* and *Gifts of Nurgle* section for full rules.

D100	Gift	Effect
01-05	Frenzy	Champion is subject to frenzy
06-10	Daemon Weapon	
	1-4 Bound Plaguebearer	
	5 Bound Great Unclean One	
	6 Bound Daemon Prince (randomly generate another Champion from the chart above).	
11-15	Chaos Armour	Save 4+
16-20	Chaos Steed	
21-25	Palanquin of Nurgle	
26-28	Strength	S+3
29-33	Face of Nurgle	Causes fear
34-40	Biting Tongue	+1 S4 bite attack
41-44	Face of Plaguebearer	+1 gore attack at +2 to hit
45-47	Face of Beast	D6 sucker attacks
48-51	Immensity	T+1, I-1
52-57	Nurgles Rot	
58-60	Horns of Nurgle	
61-67	Plague	
	1 Death Dance WS-1, A-1	
	2 Bulging Eye BS-1	
	3 Creeping Buboes M-1	
	4 Crook Bone S-1, T-1	
	5 Grey Ague Ld-1, Int-1, Cl-1, WP-1	
	6 Green Pox W-1	
68-71	Hide of Nurgle	Opponents -1 to hit
72-75	Crossbreed with Beast	Average Profile with Beast of Nurgle
76-80	Nurgling Infestation	1 S3 attack
81-83	Familiar	
	01-12 Combat	
	13-34 Magic Focus	
	35-56 Magic Power	
	57-78 Magic Spell	
	79-00 Magic Storage	
84-87	Trail of Slime	
88-94	Rune of Nurgle	
95-97	Daemonic Name	
98-00	Chaos Attribute	

WEAPONS FOR CHAMPIONS

POINTS COST ONE FREE -
ADDITIONAL WEAPONS 25pts

Each Chaos Champion rolls once on the chart below to determine the weapon he carries. The player may also equip the Champion with extra or alternative weapons at a cost of 25 pts per random roll. Refer to *Slaves to Darkness* for rules for Chaos and Daemon Weapons. If two or more Chaos Weapons or Daemon Weapons are generated they may be combined into a single weapon if the player wishes.

D100	
01-25	Sword
26-30	Axe
31-32	Mace
33-34	Club
35	Morning Star or flail
36-38	Double-handed sword
39-40	Double-handed axe
41-60	Chaos Sword with 1 property
61-70	Chaos Sword with 2 properties
71-75	Chaos Sword with 3 properties
76-78	Chaos Sword with D4 properties
79-80	Chaos Sword with D6 properties
81-82	Chaos Sword with D10 properties
83	Chaos Axe with 1 property
84	Chaos Mace with 1 property
85-95	Daemon Sword with bound Plaguebearer
96-98	Daemon Sword with bound Great Unclean One
99-00	Daemon Sword with Daemon Prince (randomly generate another Champion from the chart above as the basis of the Daemon Prince).

ARMOUR FOR CHAMPIONS

POINTS COST FREE - RE-ROLLS 25pts EACH

Every Champion rolls once on the chart below to determine his armour. If the player wishes he can re-roll the result at a points cost of 25pts. The player can re-roll as many times he wishes, so long as he pays the appropriate points. Chaos Armour generated from this chart may be added to Chaos Armour he already has (as a result of being a Chaos Lord for example), adding +1 to the save bonus given below. Otherwise, a character who already has Chaos Armour cannot wear other armour except for a shield (+1 save). Note that Wizards cannot make use of armour (other than Chaos Armour) without inhibiting their spell casting powers as described in *Warhammer Fantasy Battle*.

D100	Armour	D6 Save
01-10	Light Armour + Shield	5,6
11-30	Heavy Armour	5,6
31-60	Heavy Armour + Shield	4,5,6
61-91	Chaos Armour	4,5,6
92-95	Chaos Armour +1	3,4,5,6
96-98	Chaos Armour + Shield	3,4,5,6
99-00	Chaos Armour +1 + Shield	2,3,4,5,6

CREATURES OF CHAOS

MAXIMUM IN ARMY: UNLIMITED POINTS COST: 200 pts PER ROLL

The Nurgle Army can be accompanied by Creatures of Chaos, Undead, Ethereal Creatures, and other Creatures generated from the chart below. We have provided the creature's profile, including randomly generated characteristics where appropriate, but further game details are too complex to list here, consult *Warhammer Fantasy Battle* or this volume for complete rules for each creature. Each roll on the chart costs 200 points.

Many of the creatures given on this chart are impressively massive and make splendid centrepieces for any model collection. Players who already have a large, lavishly painted, and relatively expensive model will probably wish to include it in their Chaos Army. Therefore, if a random roll doesn't produce the creature you particularly want, then you can disregard the result, pay a further 200 points and choose any creature from the chart. You will still have to roll where appropriate for the creature's profile or the exact number of creatures. This means that the creature may cost 400 points (the initial disregarded roll plus the 200 points choice), although you may be lucky enough to randomly generate the creature for only 200 points.

Creatures generated from this chart fight as independent models, or as units in the case of smaller creatures generated in multiples. They do not need to be bound into hosts and are not subject to the restrictions imposed on hosts of Undead, Monsters, etc, as are most armies (as described in *Warhammer Fantasy Battle* and *Warhammer Armies*).

D1000	Creature/s	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Attributes
01-10	D6 Chaos Hounds													
1		6	4	0	4	4	2	4	2	6	4	6	6	None
2		6	4	0	4	4	2	4	3	6	4	6	6	Mace Tail
3		6	4	0	4	4	2	4	3	6	4	6	6	Scorpion Tail - poisonous
4		6	4	0	4	4	2	4	3	6	4	6	6	Multiple Heads - 1 extra
5		6	4	0	4	4	2	4	3	6	4	6	6	Long Spines
6		6	4	0	4	4	2	4	3	6	4	6	6	Snake Tail
7		6	4	0	4	4	2	4	2	6	4	6	6	Mane of Hair
8		6	4	0	4	4	2	4	3	6	4	6	6	Horns
9		6	4	0	4	4	2	4	2	6	4	6	6	Breathes Fire as man-sized creature
10	Wizard	6	4	0	4	4	2	4	2	6	4	6	6	Cloud of Flies
10-15	Chimera													
1		5	4	0	6	6	5	3	7	8	4	7	7	Reptilian Tail
2		6	4	0	7	6	5	4	7	7	4	8	8	Scorpion Tail - poisoned
3		6	3	0	7	6	5	3	7	9	4	8	7	Snake Tail - poisoned
4		6	4	0	6	6	7	4	7	9	4	9	8	Scorpion Tail - poisoned
5		6	4	0	7	7	7	4	7	8	4	8	9	Scorpion Tail - poisoned
6		6	4	0	7	6	6	3	7	7	4	8	7	Scorpion Tail - poisoned
7		6	4	0	6	7	6	4	7	9	4	8	9	Snake Tail - poisoned
8		6	4	0	7	6	6	3	7	9	4	9	8	Reptilian Tail
9		6	4	0	7	6	5	4	6	8	4	8	7	Lion Tail
10		6	4	0	6	6	7	4	6	8	4	9	8	Lion Tail
16-20	Cockatrice													
1		3	3	0	4	4	3	4	3	6	4	6	6	
2		4	3	0	5	4	2	4	3	5	4	6	6	
3		3	3	0	4	5	3	4	3	6	4	6	7	
4		4	3	0	4	4	2	4	3	6	4	6	5	
5		4	3	0	5	4	2	4	3	6	4	6	6	
6		3	3	0	4	4	2	4	3	6	4	6	6	
7		3	3	0	4	4	2	4	3	6	4	5	5	
8		3	3	0	4	4	2	5	3	5	4	7	7	
9		4	3	0	4	4	2	4	3	6	4	5	6	
10		3	3	0	4	4	3	5	3	5	4	6	6	
21-25	Gorgon - all Gorgons carry a sword or other hand weapon.													
1		4	2	3	3	3	3	5	1	9	9	9	9	
2		4	3	4	4	3	3	6	2	9	9	9	9	
3		4	2	3	3	3	3	5	1	9	9	9	9	
4		4	5	4	4	4	6	8	4	10+3	10+2	10+2	10+2	
5		4	2	3	3	3	3	5	1	9	9	9	9	
6		4	4	4	4	4	4	6	3	10+1	9	9	9	
7		4	2	3	3	3	3	5	1	9	9	9	9	
8	Wizard	4	3	3	4	3	3	5	1	9	10+1	10+1	10+1	Wizard with a Magic Level of 1
9	Wizard	4	3	3	4	3	4	6	1	10+1	10+2	10+1	10+2	Wizard with a Magic Level of 1
10	Wizard	4	4	3	4	4	5	6	1	10+2	10+2	10+2	10+2	Wizard with a Magic Level of 2
26-30	Griffon													
1		6	5	0	6	5	5	7	4	7	4	7	8	
2		7	4	0	5	6	5	6	4	8	4	8	8	
3		6	5	0	5	6	5	6	4	8	4	8	8	
4		7	4	0	5	6	5	7	4	8	4	8	8	
5		6	5	0	5	5	5	7	4	9	4	7	9	
6		6	5	0	6	6	5	7	4	8	4	7	8	
7		7	5	0	5	5	5	8	4	8	4	8	8	
8		6	5	0	6	5	5	7	4	8	4	8	8	
9		8	5	0	5	5	4	6	4	9	4	8	7	
10		7	5	0	5	5	6	8	4	7	4	7	9	
31-35	D6 Harpies													
		4	4	0	4	4	2	2	1	6	4	7	7	
36-40	Hippogriff													
1		7	5	0	6	6	6	7	4	9	4	7	8	
2		7	5	0	5	5	5	7	4	9	4	8	7	
3		6	5	0	5	5	5	8	4	7	4	7	9	
4		7	5	0	5	5	5	7	4	7	4	7	7	
5		6	5	0	6	5	5	6	4	8	4	8	8	
6		6	4	0	5	5	5	7	4	8	4	8	8	
7		6	4	0	5	5	5	7	4	8	4	8	7	
8		6	4	0	5	5	5	7	4	8	4	9	8	
9		6	5	0	6	5	5	7	4	8	4	8	9	
10		6	5	0	6	5	5	7	4	8	4	8	8	
41-45	Hydra													
1		7	3	0	4	6	8	3	9	6	4	7	7	Acid Breath,
2		7	2	0	5	6	6	2	9	7	4	6	6	Acid Breath,
3		7	3	0	4	6	7	3	9	5	4	6	6	Smoke Breath,
4		7	2	0	4	6	7	3	9	6	4	6	6	Fire Breath
5		6	2	0	5	7	6	4	9	7	4	6	7	Acid Breath,
6		7	3	0	5	6	7	3	9	6	4	6	6	Desiccation Breath
7		6	3	0	4	6	7	3	9	5	4	6	6	Smoke Breath
8		7	3	0	3	6	6	3	9	6	5	7	5	Chill Breath
9		8	2	0	3	6	8	4	9	6	5	7	7	Fire Breath
10		6	2	0	6	7	7	4	9	7	4	6	6	Fire Breath

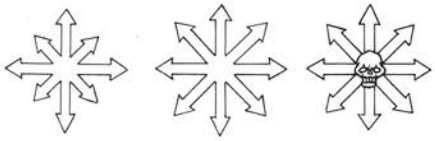
D1000	Creature/s	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Attributes
46-50	Jabberwock													
1		6	5	0	5	5	6	7	4	7	4	7	9	
2		8	4	0	4	5	6	8	4	7	5	7	8	
3		6	4	0	6	5	6	6	4	9	4	7	9	
4		8	4	0	4	5	5	8	4	9	4	8	7	
5		6	4	0	5	5	4	7	4	7	5	8	9	
6		6	5	0	5	5	5	7	4	7	4	8	9	
7		6	5	0	5	5	5	8	4	9	5	7	7	
8		6	4	0	5	5	6	7	4	8	4	7	8	
9		7	5	0	5	6	4	8	4	7	4	8	9	
10		6	5	0	7	5	6	7	4	9	4	8	8	
51-55	Manticore													
1		5	5	0	6	7	7	5	4	7	4	8	7	
2		7	6	0	6	7	7	3	4	7	4	9	8	
3		6	6	0	7	6	6	4	4	8	4	7	9	
4		5	6	0	6	6	8	4	4	8	4	8	9	
5		5	5	0	7	7	8	5	4	9	4	8	8	
6		7	6	0	6	8	8	5	4	7	4	7	7	
7		6	6	0	7	7	7	3	4	9	4	8	8	
8		5	6	0	6	6	8	3	4	9	5	9	7	
56-60	Wyvern													
1		6	4	0	5	6	4	4	3	4	4	5	6	
2		6	5	0	5	6	3	3	3	4	4	5	5	
3		7	4	0	5	6	3	2	3	5	4	5	4	
4		7	6	0	6	5	4	4	3	6	4	5	5	
5		7	5	0	4	6	3	4	3	6	4	4	4	
6		6	6	0	6	5	4	4	3	5	5	4	5	
7		7	5	0	4	6	4	5	3	6	4	6	4	
8		6	4	0	5	5	3	4	3	5	4	6	5	
9		6	5	0	5	6	3	4	3	4	4	4	6	
10		7	5	0	5	6	4	5	3	6	4	5	4	
61-65	Dragon													
1		6	5	0	6	5	8	3	6	7	7	7	7	Fire Breath
2		6	8	0	7	7	9	6	6	9	8	9	9	Chill Breath
3		6	7	0	7	6	9	5	6	8	8	8	8	Desiccation Breath
4		6	5	0	6	5	8	3	6	7	7	7	7	Smoke Breath
5		6	7	0	7	6	9	5	6	8	8	8	8	Fire Breath
6		6	4	0	5	5	7	2	6	7	6	7	7	Acid Breath
7		6	5	0	6	5	8	3	6	7	7	7	7	Acid Breath
8		6	4	0	5	5	7	2	6	7	6	7	7	Fire Breath
9		6	7	0	7	6	9	5	6	8	8	8	8	
10		6	6	0	6	6	8	4	6	8	7	8	8	Fire Breath
66-70	D6 Giant Rats													
		6	2	0	3	3	1	3	1	4	4	5	5	
71-75	Giant Spider													
		5	3	0	5	4	4	1	2	8	3	6	2	
76-78	Undead Carrion													
		4	3	0	3	3	2	4	3	7	3	7	7	
79-81	2D6 Ghouls													
		4	2	0	3	4	1	3	2	2	5	8	8	
82-84	Mummy													
		3	3	0	4	5	4	3	2	9	8	8	9	
85-87	D4 Ghosts													
		4	2	0	0	3	3	3	1	5	5	5	5	
88-89	Spectre													
		4	4	0	0	4	4	4	4	5	5	5	5	
90-91	Wight													
		4	3	0	3	4	3	3	1	5	5	5	5	
92-93	Wraith													
		4	3	0	3	4	3	3	2	5	5	5	5	
94-95	D3 Plaguebearers													
		4	5	5	4	3	1	6	2	10+3	10+3	10+3	10+3	
96-97	D3 Beast of Nurgle													
		3	3	0	3	5	3	3	D6	6	1	10	10	
98-00	D6 Nurgling Bases													
		4	3	3	3	3	3	4	3	7	6	7	7	

EMBLEMS OF NURGLE

The Champions of Nurgle use the symbols of their Patron on their tattered banners and corroded shields. The armour and decoration is likely to be worn or rusted, and the colours they choose may echo the shades of bubbling corruption, over-ripe fruit, and diseased flesh.

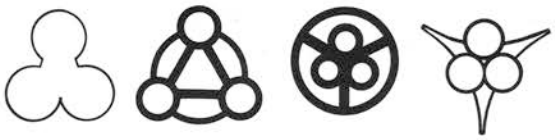
The symbols shown on this page are all typical examples of decorative motifs which Champions might use on their shields or banners. Their followers might also display the same symbols on their own shields, often rendered into a simpler and bolder style. By choosing an appropriate symbol and then colouring and elaborating it in a unique way, players can create badges for their Champions and their Warbands. In general the Champions of Nurgle favour dark and deep colours such as livid greens and dark reds. although other colours are also used.

The eight arrowed symbol of Chaos is used by all Chaos Champions regardless of their personal allegiance - it is the symbol of Chaos itself. Champions of Nurgle are likely to choose green or black as the base colour.

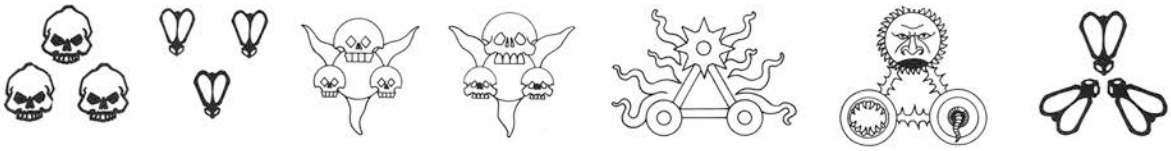


Chaos symbols

The symbol of Nurgle is the tripartite fly. This shape is echoed by any number of tripartite shapes some of which are shown here.

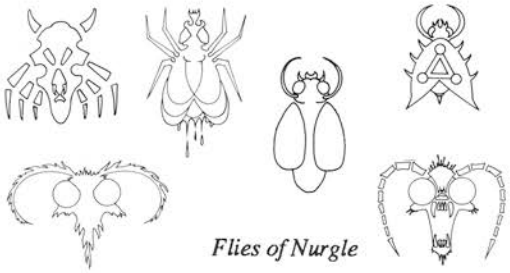


Variations in the symbols of Nurgle



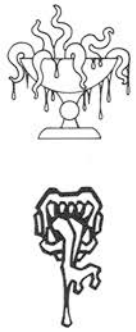
Variants with skulls as the motif

The emblem of the fly is one of the most powerful and most commonly used of all the symbols of Nurgle. Many variants of flies and fly heads are used on shields and banners.

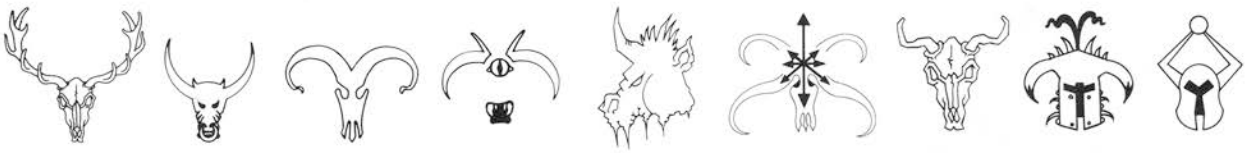


Flies of Nurgle

Others symbols of corruption include the Plague Chalice and the Maw.

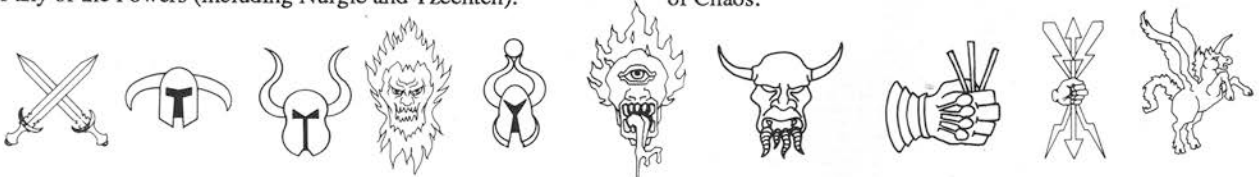


OTHER CHAOS EMBLEMS



These emblems are examples of personal badges used by Champions of Chaos, such symbols might be used by followers of any of the Powers (including Nurgle and Tzeentch).

Bestial heads are used by all Champions but are more common among Beastmen, Minotaurs and other non-human Champions of Chaos.



Helmets are a popular emblem - they display the characteristic shape of the Chaos Helm. The crossed swords are also typical - axes and other weapons might also appear often dripping with blood.

These Daemon Heads are another popular motif. The Lightning Fist emblem is a typical personal badge as is the Scarlet Hellmare.

CHAOS ARMY OF TZEENTCH

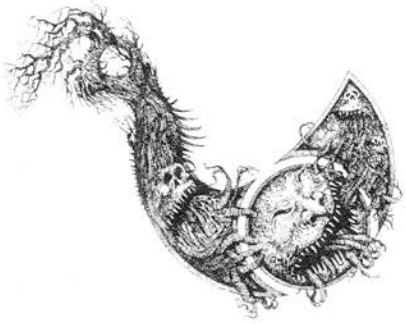
Tzeentch is the most richly magical of all the Powers of Chaos. The advancing armies of Tzeentch shimmer with the energy of volatile sorcery and the air about crackles with random magical discharge. The army of Tzeentch features magic and wizards far more prominently than the army of any other Chaos Power, even going so far as to have entire units of spell casting Thrall Wizards among its ranks. The army also offers a chance to show off your painting talents as this is the most colourful Chaos Army with its brightly painted banners and intricately decorated armour.

THRALL WIZARDS

Tzeentch is the natural choice of Patron for any aspiring wizard. In fact, such is the attraction of Tzeentch patronage that there is no shortage of spell casters in his armies. As a result of this over-abundance of potential followers, Tzeentch does not automatically accept every young would-be wizard as his Champion. Instead, those who would wish to become Wizard-Champions first join a band of Thrall Wizards.

Thrall Wizards are organised into bands of nine. The members of the band must compete with each other to establish which one of them will be their leader and Champion. It pleases the Changer of the Ways to watch his followers plot and intrigue amongst themselves for supremacy over their fellows, knowing that only one of them will be granted a chance at immortality.

BILL THORNHILL



THRALL WIZARD BANDS

Thrall Wizard Bands may be included in the army at the points cost indicated in the list below. Each unit consists of 8 Thrall Wizards plus a Champion. The 8 Thrall Wizards fight in formation just like other units. The Champion is a character model and is free to move over the battlefield like any other character model. However, to benefit from the magical support of his followers he must be in base-to-base contact with the rest of the band.

The Champion is given the Mark of Tzeentch (a randomly generated magic item) and D3 Chaos Attributes just like any other new Champion. In addition he has a magic level of 1 and 3 first level spells including *Boon of Tzeentch*. He has 3D6 magic points of his own. In addition, if he remains in base to base contact with the band then he can cast further spells and draw upon the magic points held by the Thrall Wizard Band.

The Thrall Wizard Band begins the game with D6 magic points for each of its 8 members. This total must be recorded separately from the magic points of the Champion himself. The Thrall unit also begins with 8 level one spells. The Thrall Wizards cannot actually cast these spells, they act as a repository of power which the Champion is able to tap. While he remains in base-to-base contact with his band, the Champion can cast one of the band's spells in preference to one of his own. He may also use the magic points of the band to cast the spell, whether it is one of his or one of the band's. Furthermore, because of the intense magical field created by the chanting, wildly gesturing Thrall Wizards, the Champion can cast the spell not once but up to D6 times during his magic phase. Roll at the start of each magic phase to determine how many times the spell may be cast.

THE EFFECT OF CASUALTIES

If the Champion is slain the remaining Thrall Wizards can continue to fight in the battle but cannot cast spells.

If Thrall Wizards are slain the remainder of the band may continue to fight and support its Champion, but it will lose spells and magic points. Every time a Thrall Wizard is slain the unit loses 1 randomly determined spell and D6 magic points. Also, the number of times the Champion can cast a spell during the magic phase cannot exceed the number of Thrall Wizards left in the band.

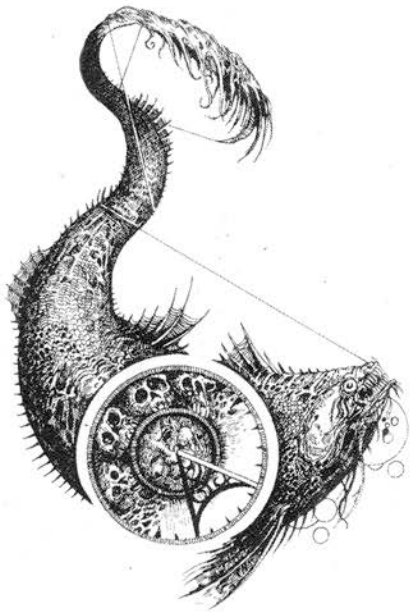
THRALL WIZARDS AND CASUALTY RECOVERY

The Champion is treated as a character model and will test to recover if he is removed as a casualty during the battle. If he is killed, the most powerful of the Thrall Wizards automatically takes over as the new Champion. The player selects one of the existing Thrall Wizards and gives him the Mark of Tzeentch, D3 Chaos Attributes and the powers of a level 1 Wizard.

Losses which fall among the Thrall Wizards are automatically made good before the next battle. Roll for recovery of casualties and replace any that do not survive with new Thrall Wizards.

REWARDS FOR THRALL WIZARDS

The Champion progresses along the Chaos Path like any other Champion. He receives rewards in the form of gifts and attributes, and may become either a Chaos Spawn or a Daemon Prince. Duplicate rewards and may be passed on to any of the Thrall Wizards in the band, in the same way as other Champions may pass on rewards to their followers. Whenever the Champion gains a reward, the player rolls Followers Rewards for the Thrall Wizards exactly as for normal warbands (see summary section for tables). Individual Wizard Thralls may therefore gain extra powers or mutations, giving them a distinctive and interesting character. Unlike conventional warbands, the Champion does *not* roll for new followers, instead his band of Wizard Thralls is automatically kept at 8 strong.



BILL THORNHILL

If the Champion gains extra magic levels as a reward, then the Thrall Wizard band may include spells of the appropriate level among its own list of spells. For example, if the Champion is level 3, then his band can include level 1, 2 or 3 spells among its 8 spells. The player may choose to abandon the Thrall Wizards and turn the character into a conventional Wizard Champion of Tzeentch. Roll once on the Retinue Chart to establish his initial followers and treat him as an ordinary Champion thereafter. The remaining Thrall Wizards are lost from the army and can be assumed to drift off to join other forces (if you keep a record of them you can recruit them again in the future). The points value of the army does not change - the Thrall Wizard Band is simply swapped for a conventional warband.

MAGICAL STANDARDS

Where indicated in the list, a rank and file unit may be given a magical standard with a single ability. Abilities may be chosen from the list below. This list refers to the magical standard abilities described fully in *Warhammer Armies*, and also includes special standards which are unique to Tzeentch.

Banner	Cost	Banner	Cost
Battle Banner	100	War Banner	25
Icon of Divine Wrath	100	Ward of the Brave	25
Bane Banner	100	Relic Banner	25
Amuletic Standard	100		
Sacred Standard	100	**Tzeentch Abilities**	
Hellfire Banner	50	Withering Eye Banner	100
Dread Banner	50	Blasted Standard	50
Talismanic Standard	50	Flesh Banner	25

WITHERING EYE BANNER

The Withering Eye Banner depicts the unblinking stare of Tzeentch the Changer of the Ways. This powerful magical standard has something of Tzeentch's ability to look deep into the hearts of any who glance upon it. Few creatures can withstand this gaze without their minds breaking. The banner affects all enemy troops within 18" in front of it. Test for each unit, or independent model, within this range. Roll a D6 during the Tzeentch player's magic phase.

1-2 No Effect

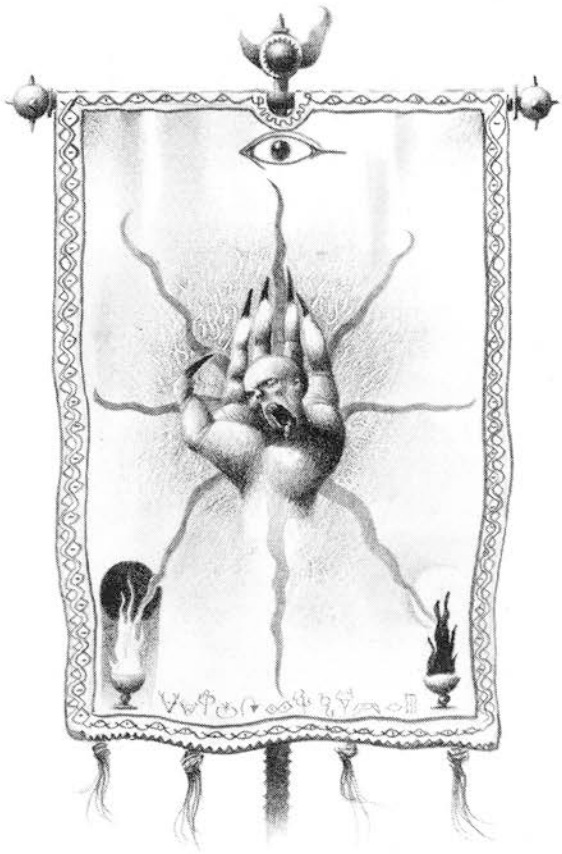
3 Troops are rendered immobile with awe as their shrivelled souls are laid bare by the Withering Eye. They may not move or shoot missile weapons next turn. If they are engaged in hand-to-hand combat they may fight as normal but may not follow up. The effect lasts only one turn.

4 Troops are reduced to a catatonic state as they confront their greatest inner terror. They may not move, shoot or fight in hand-to-hand combat next turn. If engaged in hand-to-hand fighting they may not fight and blows struck against them hit automatically. This effect lasts only one turn.

5 Troops are thrown to the ground where they writhe and wail, unable to face the gaze of Tzeentch. They may do nothing next turn as for 4 above, and the effect continues until a score equal to or less than their WP is rolled on 2D6 at the start of one of their subsequent turns.

6 The troops are driven completely insane by their confrontation and immediately disperse and flee. Reason and self control are lost. Remove the models from play. The models are not dead and can be recovered on the D6 score of a 2 or more after the game - those who are not recovered have been driven permanently insane and are lost.

STEPHEN TAPPIN



ADRIAN SMITH

BLASTED STANDARD

The Blasted Standard is riddled with the power of change. After each battle the banner changes all by itself, adding a new element to its design to commemorate its achievements. An interesting characteristic of this banner is that the Tzeentch general can paint on a new feature after every battle.

The banner growls and mumbles to itself all the time, but as soon as an enemy approaches within 8" the grumbling suddenly erupts into a roar of pure energy which strikes the enemy and causes spontaneous and uncontrollable mutation. The banner automatically does this as soon as an enemy unit or independent model moves within 8" of the unit, regardless of which side's turn it is.

The effect normally happens because either the standard moves towards the enemy or the enemy moves towards the standard. The normal movement sequence is interrupted as soon as the target moves within 8" of the banner, at which point the effects of the banner are worked out (as for Goblin Fanatics, for example). The banner automatically attacks every target that moves within 8", but it will not attack a unit which is already within 8" and which is moving closer.

For each model in the target unit roll a D6. On the score of a 1, 2 or 3 the victim mutates at a rate which is so rapid the target explodes and is killed. Such casualties cannot be recovered after the battle - they are dead. On the score of a 4, 5 or 6 the target survives but suffers D6 random Chaos Attributes. Where a unit is struck it is most convenient to firstly determine which models survive and give them all the same attribute/s. However, players who relish the extra detail can work out separate attributes for each model if they prefer.

FLESH BANNER

The Flesh Banner is made from living flesh and looks like a boneless man stretched into a large squarish shape. It has arms with clawing hands which wave around in search of a victim, strangling tentacles, and fang-studded mouths which scream at the enemy. In hand-to-hand combat the banner flails and grabs at the foe, pulling victims towards its mouths or snapping their necks like straws. It automatically causes D6 hits at S5.

MAGICAL INSTRUMENTS

Where indicated in the lists, rank and file units may be given magical instruments with a single ability. Abilities may be chosen from the list below, as described in *Warhammer Armies*.

Instrument	Cost	Instrument	Cost
Doomsounder	25	Hymn of Hate	25
Battlecall	25	Call of Valour	25
Battlecry	25	Battlerage	25

CHOOSING THE ARMY

The player may choose troops from the list given below up to the maximum agreed points value for the battle. The usual points value of an army is 3000 points, as this gives a game which can be conveniently played over a full evening.

CHAOS WARBANDS

MAXIMUM IN ARMY UNLIMITED

The Chaos Army of Tzeentch may contain any number of Chaos Champions together with their Warbands, up to the maximum points value of the army. Each Warband may either be generated randomly to fight in the army, or it may be a Warband already in existence. The generation of Warbands is discussed in the Introductory section.

Randomly Generated Warbands

Status of Champion	Rewards	Points Value
Aspiring	D4	200
Mighty	D4+4	400
Exalted	D4+8	800

Existing Warbands

Status of Champion	Rewards	Points Value
Aspiring	0-4	200
Mighty	5-8	400
Exalted	9+	800

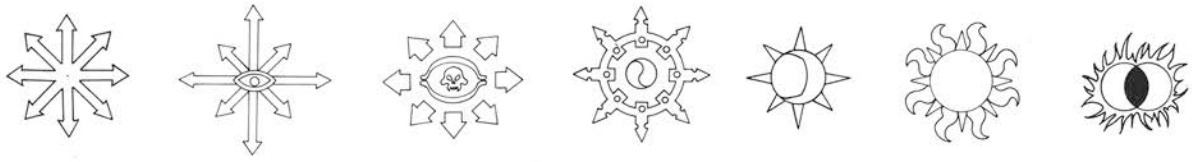
ADRIAN SMITH

EMBLEMS OF TZEENTCH

The Champions of Tzeentch are renowned for their exotic multi-coloured panoply, the intricate decoration of their armour, the splendour of their banners and the brilliance of their painted shields.

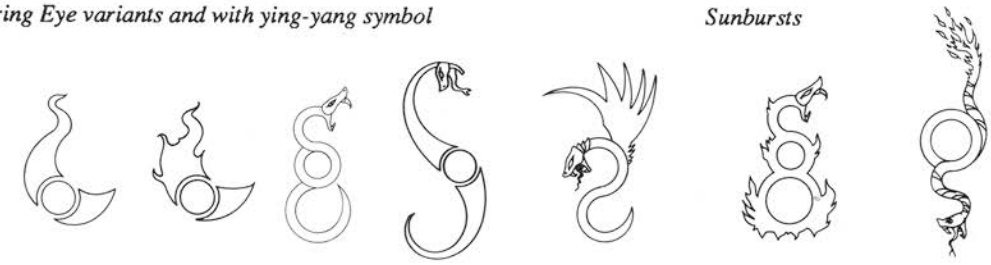
The symbols shown on this page are all typical examples of decorative motifs which Champions might use on their shields or banners. Their followers might also display the same symbols on their own shields, often rendered into a simpler and bolder style. By choosing a appropriate symbol and then colouring and elaborating it in a unique way, players can create badges for their Champions and their Warbands. In general the Champions of Tzeentch favour bright colours and sharply contrasting shades. Metallic decorations are also common. Yellow, blue and bright red are the most highly favoured colours but many other vivid shades are also used.

The eight arrowed symbol of Chaos is used by all Chaos Champions regardless of their personal allegiance - it is the symbol of Chaos itself. Champions of Tzeentch sometimes combine the symbol with the Withering Eye. Another version shows the sunburst - a popular image for Tzentch Champions as it combines the fires of change with the eight pointed symbol of Chaos.



Chaos Symbol *Withering Eye variants and with ying-yang symbol* *Sunbursts*

The symbol of Tzeentch appears in a thousand different forms and colours. Often the symbol mutates into the form of a flame, serpent or flaming serpents.

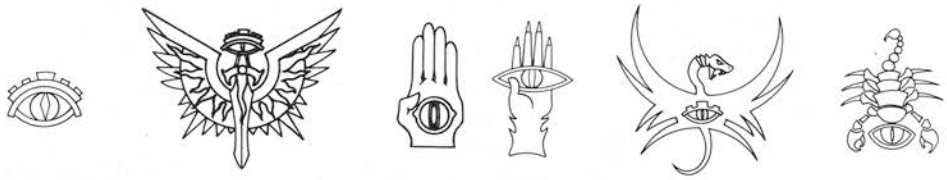


Tzeentch Symbols *Serpents* *Flame Serpents*

Fire also features prominently in the famous Fireskull symbol - often the skull is that of a bird echoing the head of a Lord of Change. Fire represents the magical fire of change and is a powerful emblem of the power of Tzeentch.

Fireskull Symbols *Fire Grail*

The Withering Eye of Tzeentch is a popular motif among his Champions. Often it is shown superimposed on an open palm. It appears on banners and shields and in all kinds of colour and material. It may be combined with other symbols, as with the snake shown here. The Scorpion is another creature associated with Tzeentch as its shape is seen to mimic his symbol.



Withering Eye *Eye set in sword and wing design* *Eye on Palm* *Serpent* *Scorpion*

Circular and ying-yang designs are also characteristic of Tzeentch and are often formed from serpents or have birds heads. The badge of the Thousand Sons Chapter, the famous Sorcerers of Tzeentch, is formed from a circle of fire with the head of a bird of prey.

Serpent Annullus *Hawk Head Annullus* *Serpent* *Thousand Sons Chapter*

RANK AND FILE UNITS

CHAOS KNIGHTS

Chaos Knights are heavily armoured and powerfully armed warriors who ride huge warhorses or even fierce Chaos Steeds. Like the Knights of the Empire and Bretonnia they are colourful and highly individual warriors, and wear highly ornate armour. Each Knight has his own badge or emblem which he displays on his banner and shield. These Knights are Champions of Chaos in its undivided glory and do not follow a particular Patron. They join the Chaos Armies of various Patrons, moving between different armies in search of fresh battles. They do not have followers, either because the Powers have not rewarded them with any or because they are loners by personal inclination. Many Chaos Knights were nobles or Knights before they turned to Chaos, and they still regard themselves as a high-ranking elite.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
KNIGHTS	-	6	6	4	3	2	6	2	9+2	9+2	9+2	9+2
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-
Optional CHAOS STEED	8	4	0	4	4	2	4	2	5	5	5	7

MAXIMUM IN ARMY	UNLIMITED
POINTS COST	720 PER 9 MOUNTED ON WARHORSES 985 PER 9 MOUNTED ON CHAOS STEEDS

MODELS PER UNIT	9 OR ANY MULTIPLE OF 9
WEAPONS	HAND WEAPON
ARMOUR	HEAVY ARMOUR & SHIELD Giving a saving throw of 4, 5 or 6
BASE SIZE	25x25mm or 25mmx50mm for mounted models
CHAOS ATTRIBUTES	Up to D6-3 All the Knights in the unit can be given up to the number of attributes rolled - they can always be given less if you prefer. All Knights in the unit can be given the same attributes, or you can roll individually for the number and type of attributes.

ANY UNIT MAY HAVE:

LANCES	20 PER 9 MODELS
HORSE BARDING	35 PER 9 MODELS
CHAOS ARMOUR	450 PER 9 MODELS
ADDITIONAL HAND WEAPONS	10 PER 9 MODELS
A UNIT STANDARD	80
A UNIT MUSICAL INSTRUMENT	80

ONE UNIT MAY:

GIVE STANDARD 1 MAGIC ABILITY VALUE	50 OR LESS
GIVE MUSICIAN 1 MAGIC ABILITY	25

ADRIAN SMITH

CHAOS WARRIORS

The Chaos Warriors who fight in the armies of Chaos are Champions of Chaos in its undivided glory - remaining either uncommitted or unrecognised by a particular Power. The only way they can attract the attentions of a Chaos Power and gain rewards is by performing valiant deeds in the Chaos Armies. A Chaos Warrior might fight on behalf of a certain Power in one battle, only to find himself opposing his former master in the next conflict. This is perfectly acceptable to the Chaos Powers.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WARRIORS	4	6	6	4	3	2	6	2	9+2	9+2	9+2	9+2

MAXIMUM IN ARMY	UNLIMITED
POINTS COST	670 PER 9
MODELS PER UNIT	9 OR ANY MULTIPLE OF 9
WEAPONS	HAND WEAPON
ARMOUR	HEAVY ARMOUR & SHIELD Giving a saving throw of 4, 5 or 6
BASE SIZE	25x25mm
CHAOS ATTRIBUTES	Up to D6-3 All the Warriors in the unit can be given up to the number of attributes rolled - though they can always be given less if you prefer. All Warriors in the unit can be given the same attributes, or you can roll individually for the number and type.

ADRIAN SMITH

ANY UNIT MAY HAVE:

CHAOS ARMOUR	450 PER 9 MODELS
ADDITIONAL HAND WEAPONS	10 PER 9 MODELS
DOUBLE HANDED WEAPONS	20 PER 9 MODELS
HALBERDS	20 PER 9 MODELS
A UNIT STANDARD	80
A UNIT MUSICAL INSTRUMENT	80

ONE UNIT MAY:

GIVE STANDARD 1 MAGIC ABILITY VALUE	50 OR LESS
GIVE MUSICIAN 1 MAGIC ABILITY	25

CHAOS THUGS

When a Chaos Warband breaks apart following the death or daemonification of its Champion, former followers often join bands of brigands or mercenaries. These warrior brigands owe little to Chaos, but are no longer welcome in normal human society. Some will have gained attributes while serving their Champion, others may be physically unchanged but too exhilarated by their experiences to lead normal lives again.Thus they find themselves drifting from battlefield to battlefield, taking up arms for whatever Chaos Army has need of their services. Many will join up with Warbands after the battle is over and return once more to the service of the Powers of Chaos, perhaps even becoming Champions themselves in time.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
THUGS	4	4	4	3	3	1	4	1	7	7	7	7

MAXIMUM IN ARMY	UNLIMITED
POINTS COST	70 PER 9
MODELS PER UNIT	9 OR MULTIPLES OF 9
WEAPONS	HAND WEAPON
ARMOUR	LIGHT ARMOUR OR SHIELD Giving a saving throw of 6.
BASE SIZE	25x25mm
CHAOS ATTRIBUTES	Up to D6-3 All the Thugs in the unit can be given up to the number of attributes rolled - they can always be given less if you prefer. All Thugs in the unit can be given the same attributes if you wish, or you can roll individually for the number and type of attributes.

TONY ACKLAND

ANY UNIT MAY HAVE:

ADDITIONAL HAND WEAPONS	10 PER 9 MODELS
DOUBLE HANDED WEAPONS	20 PER 9 MODELS
HALBERDS	20 PER 9 MODELS
BOWS	20 PER 9 MODELS
CROSSBOWS	30 PER 9 MODELS
LIGHT ARMOUR AND SHIELD	10 PER 9 MODELS Increasing the save to 5 or 6
A UNIT STANDARD	10
A UNIT MUSICAL INSTRUMENT	10

BEASTMEN

Beastmen are always among the first of Chaos' creatures to flock to the gathering forces of a Chaos Power. Beastmen are quite prepared to join any Chaos Army, regardless of the Chaos Power, and will often fight in different Chaos Armies from one battle to the next.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
BEASTMAN	4	4	3	4	4	2	3	1	7	6	7	6

MAXIMUM IN ARMY	UNLIMITED
POINTS COST	90 PER 9
MODELS PER UNIT	9 OR MULTIPLES OF 9
WEAPONS	HAND WEAPON
ARMOUR	NONE
BASE SIZE	25x25mm
CHAOS ATTRIBUTES	Up to D6-3 All the Beastmen in the unit can be given up to the number of attributes rolled - they can always be given less if you prefer. All Beastmen in the unit can be given the same attributes, or you can roll individually for the number and type.

ANY UNIT MAY HAVE:

SHIELDS	10 PER 9 MODELS
LIGHT ARMOUR	20 PER 9 MODELS
ADDITIONAL HAND WEAPONS	10 PER 9 MODELS
DOUBLE HANDED WEAPONS	20 PER 9 MODELS
HALBERDS	20 PER 9 MODELS
FLAILS	10 PER 9 MODELS
THROWING SPEARS	10 PER 9 MODELS
A UNIT STANDARD	10
A UNIT MUSICAL INSTRUMENT	10

TONY HOUGH

ONE UNIT MAY:

GIVE STANDARD 1 MAGIC ABILITY VALUE	50 OR LESS
GIVE MUSICIAN 1 MAGIC ABILITY	25

CHAOS CENTAURS

Chaos Centaurs are irascible creatures with scant respect for other creatures whatever their allegiance. Only rarely do they become involved in the plundering armies of Chaos, but when they do they are most likely to appear in the armies of Tzeentch. As the great manipulator of events and peoples, Tzeentch remains uniquely aware of the role each and every creature of chaos can play in shaping the future of the whole world.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAOS CENTAUR	8	3	4	5	4	2	3	2	7	7	7	7

MAXIMUM IN ARMY	2 UNITS
POINTS COST	310 PER UNIT
MODELS PER UNIT	9
WEAPONS	HAND WEAPON
ARMOUR	NONE
BASE SIZE	25x50mm
CHAOS ATTRIBUTES	D6-4 All the Centaurs in the unit can be given up to the number of attributes rolled. They can be given less if you prefer, but they must be given at least 1. All Centaurs in the unit can be given the same attributes, or you can roll individually for their number and type.

ANY UNIT MAY HAVE:

SHIELDS	35 PER UNIT
LIGHT ARMOUR	70 PER UNIT
LANCES	70 PER UNIT
ADDITIONAL HAND WEAPONS	35 PER UNIT
DOUBLE HANDED WEAPONS	70 PER UNIT
HALBERDS	70 PER UNIT
FLAILS	35 PER UNIT
BOWS	70 PER UNIT
A UNIT STANDARD	35
A UNIT MUSICAL INSTRUMENT	35

STEPHEN TAPPIN

ONE UNIT MAY:

GIVE STANDARD 1 MAGIC ABILITY VALUE	25
GIVE MUSICIAN 1 MAGIC ABILITY	25

KNIGHTS OF TZEENTCH

The Knights of Tzeentch are Chaos Knights whose Patron is Tzeentch the Lord of Change. They are a spectacular and impressive sight with their intricately decorated armour and brightly coloured robes and clothes. Even their horse harnesses are cleverly decorated and multi-coloured, and are sometimes made from the hides of scaled or colourfully feathered creatures. The splendour of their wargear extends to their coats-of-arms and banners, the latter may be fashioned from fine silk brocades and other rare and expensive materials. Some of Tzeentch's Champions adopt a style of armour which evokes his shell-like appearance so that helmets, shoulder pieces, and other items often look like parts of giant insects, crabs or scorpions.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
KNIGHTS	-	6	6	4	3	2	6	2	9+2	9+2	9+2	9+2
WARHORSE	8	3	0	4	3	-	3	1	-	-	-	-
CHAOS STEED	8	4	0	4	4	2	4	2	5	5	5	7

MAXIMUM IN ARMY	UNLIMITED
POINTS COST	720 PER 9
MODELS PER UNIT	9 OR ANY MULTIPLE OF 9
WEAPONS	HAND WEAPON
ARMOUR	HEAVY ARMOUR & SHIELD
BASE SIZE	25x50mm

CHAOS ATTRIBUTES	Up to D4 All the Knights in the unit can be given up to the number of attributes rolled - though they can always be given less if you prefer, but they must be given at least 1. This single compulsory attribute is what distinguishes the Knights and other troops of Tzeentch from their equivalents in other Chaos Armies. All Knights in the unit can be given the same attributes, or you can roll individually for the number and type.

ANY UNIT MAY HAVE:

LANCES	20 PER 9 MODELS
CHAOS ARMOUR	450 PER 9 MODELS
HORSE BARDING	35 PER 9 MODELS
CHAOS WEAPON	225 PER 9 MODELS with a single identical random property
A UNIT STANDARD	80
A UNIT MUSICAL INSTRUMENT	80

ONE UNIT MAY:

GIVE STANDARD 1 MAGIC ABILITY VALUE	100 OR LESS
GIVE MUSICIAN 1 MAGIC ABILITY	25

The encampment of Chaos lay in an unbroken circle more than a mile deep around Praag. Behind earthworks, in tents and beneath hastily erecting awnings the besieging army readied itself for the coming battle.

So vast was the army that Champion jostled with Champion for a space amongst the throng, while followers pushed their way through crowds to carry their masters' greetings to old comrades or deliver formal challenges to arch-enemies. The air was thick with acrid sweat and oily smoke, and the unceasing braying of inhuman voices filled the encampment with bestial din.

Above the swarming mass flew the standards of individual Champions of Chaos, splashing the otherwise dark throng with coloured finery and the glitter of gold. Sebastian Scarabus Champion of Tzeentch recognised many of the banners as belonging to old adversaries and former companions: Baatak the Hairy, Galan the Black, Caspar the Many-Eyed Madman of Marienburg, and hundreds more scattered throughout the bustling camp.

'See my lord,' called Greygave the Beastman, pointing to a mass of brightly coloured banners. 'The Knights of Tzeentch are encamped at the forefront of the siege lines.'

'The Knights of Tzeentch!' exclaimed Scarabus. 'It is many years since I fought in their ranks,' and so saying he urged his horse towards the many coloured tents and fluttering banners.

The Knights of Tzeentch were a group of Champions that had no followers, but who chose to fight together as a band of warrior brothers roaming from battlefield to battlefield in the service of Chaos. In his youth Sebastian had fought amongst their ranks. In those days he exalted in the many risks of battle, always pushing his way to the fore and taking more chances than any other Champion.

Now, he cast his eyes over the splendidly decorated and gorgeously coloured banners of the Knights of Tzeentch and his heart seemed to beat faster. He recognised the mark of Tzeentch the Changer of the Ways, repeated over and over again in slightly different forms and colours, sometimes standing alone like a bold flame, often repeated so that it formed an interwoven pattern of twisted colour. He saw banners woven into the image of flaming birds and grails of fire, others adorned with interpretations of the Withering Eye of their master, and many more bearing images of twisted multi-coloured reptiles, birds and scorpions.

Slightly apart from the other standards stood a banner of velvet that was the colour of the sky, but faded and mellowed as with age. Upon it was woven with golden thread the image of a coiled serpent, its scales picked out with gemstones and its eyes represented by two huge rubies. All around the serpent image were runes spelling out the accomplishments and praises of its bearer.

By the standard stood a Chaos Knight of striking appearance. His armour was of silver but completely engraved with a pattern of intertwined snakes whose writhing forms were embellished with red and white enamel and the eyes of which were made from countless small rubies. At his feet lay a huge round shield bearing the same snake device as the banner, but this time surrounded by a background of scarlet flame.

The Champion wore a highly polished silver helm which shone like a mirror and which bore two pairs of silver horns, the lower pair curled and ribbed like those of a ram, the upper pair sleek and long like a gazelle. The helm covered his face completely, but through the narrow eye slits flickered small flames.

'That one,' said Sebastian to Greygave, 'is the Lord Kaldour, Captain of the Knights of Tzeentch.'

CHAOS WARRIORS OF TZEENTCH

While some Chaos Warriors remain uncommitted to any particular Chaos Patron, others are drawn into the service of Tzeentch and become his Champions. They exhibit the same exuberance of dress and manner which characterises all followers of Tzeentch. Their splendidly decorous armour may be bound with bands of shining copper, or decorated with inlaid designs - usually evoking the curving, curling shapes so typical of Tzeentch whose own twisting, manipulative mind naturally favours interwoven and spiralling forms. Flowing crests and dramatically sweeping horns are also typical, as is a love of baroque and often amusing decoration - such as small dangling bells, twisting bangles and torques, and even tiny cages containing chirping crickets or dancing dragonflies.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
WARRIOR	4	6	6	4	3	2	6	2	9+2	9+2	9+2	9+2

MAXIMUM IN ARMY	UNLIMITED
POINTS COST	665 PER 9
MODELS PER UNIT	9 OR MULTIPLES OF 9
WEAPONS	HAND WEAPON
ARMOUR	HEAVY ARMOUR & SHIELD
BASE SIZE	25x25mm

CHAOS ATTRIBUTES	Up to D4 All the Warriors in the unit can be given up to the number of attributes rolled - they can always be given less if you prefer, but they must be given at least 1. This single compulsory attribute is what distinguishes the Warriors and other troops of Tzeentch from their equivalents in other Chaos Armies. All Warriors in the unit can be given the same attributes if you wish, or you can roll individually for the number and type.

ANY UNIT MAY HAVE:

ADDITIONAL HAND WEAPONS	10 PER 9 MODELS
DOUBLE HANDED WEAPONS	20 PER 9 MODELS
HALBERDS	20 PER 9 MODELS
CHAOS ARMOUR	450 PER 9 MODELS
CHAOS WEAPON	225 PER 9 MODELS with a single identical random property
A UNIT STANDARD	75
A UNIT MUSICAL INSTRUMENT	75

ONE UNIT MAY:

GIVE STANDARD 1 MAGIC ABILITY VALUE	100 OR LESS
GIVE MUSICIAN 1 MAGIC ABILITY	25

ADRIAN SMITH

THRALL WIZARD BANDS

The Armies of Tzeentch are unique in including bands of Thrall Wizards among their ranks. Like all of Tzeentch's followers they dress in the most elaborate armour and clothes, combining as many colours and patterns as imaginable, but favouring the basic twisting interwoven designs which reflect the twisting manipulative mind of Tzeentch.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
THRALL WIZARD	4	3	3	3	3	1	3	1	7	7	7	7
CHAMPION	4	4	3	4	3	1	3	1	7	8+1	8+1	8+1

MAXIMUM IN ARMY	UNLIMITED
POINTS COST	200 PER BAND
MODELS PER BAND	8 THRALL WIZARDS + 1 CHAMPION
WEAPONS	HAND WEAPON
ARMOUR	NONE
BASE SIZE	25x25mm

SPECIAL RULES

The Champion receives the Mark of Tzeentch (random magic item) and D3 Chaos Attributes. He is a Wizard with a magic level of 1, 3 level 1 spells (including the spell *Boon of Tzeentch*), and 3D6 magic points. The band has 1 level 1 spell per Wizard Thrall (initially 8) and 8D6 magic points. The Champion can cast his own or the band's spells, use his own or the band's magic points, and he can cast the spell up to D6 times at once. See the introductory section above for full rules.

MARTIN MCKENNA

THRALL WIZARDS MAY HAVE:

SHIELDS	10 PER BAND
LIGHT ARMOUR	20 PER BAND
HEAVY ARMOUR	30 PER BAND
ADDITIONAL HAND WEAPONS	10 PER BAND
DOUBLE HANDED WEAPONS	20 PER BAND

CHAMPIONS MAY HAVE:

ADDITIONAL HAND WEAPON	10
DOUBLE HANDED WEAPON	10

BEASTMEN OF TZEENTCH - TZAANGOR

The Tzaangor are Tzeentch's own Beastmen - those marked with his special favour. The most characteristic thing about the Tzaangor is they always have at least one particularly spectacular feature - they are never drably coloured or shabby like the Pestigor. Often their most spectacular feature will be that their fur is brightly coloured or patterned - many have tiger stripes or leopard spots in sharply constrasting colours. Others have horns which are a very bright colour or especially large - many even have metal horns engraved with twisting patterns. A few have naturally growing feathered crests or wattles a little like the Greater Daemons of Tzeentch.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
TZAANGOR	4	4	3	3	4	2	3	1	7	6	7	6

MAXIMUM IN ARMY	UNLIMITED
POINTS COST	90 PER 9
MODELS PER UNIT	9 OR MULTIPLES OF 9
WEAPONS	HAND WEAPON
ARMOUR	NONE
BASE SIZE	25x25mm

CHAOS ATTRIBUTES

Up to D4
All the Beastmen in the unit can be given up to the number of attributes rolled - they can always be given less if you prefer but must be given at least 1. All Beastmen in the unit can be given the same attributes if you wish, or you can roll individually for the number and type.

ANDY CURRIE

ANY UNIT MAY HAVE:

SHIELDS	10 PER 9 MODELS
LIGHT ARMOUR	20 PER 9 MODELS
ADDITIONAL HAND WEAPONS	10 PER 9 MODELS
DOUBLE HANDED WEAPONS	20 PER 9 MODELS
HALBERDS	20 PER 9 MODELS
FLAILS	10 PER 9 MODELS
THROWING SPEARS	10 PER 9 MODELS
A UNIT STANDARD	10
A UNIT MUSICAL INSTRUMENT	10

ONE UNIT MAY:

GIVE STANDARD 1 MAGIC ABILITY VALUE	50 OR LESS
GIVE MUSICIAN 1 MAGIC ABILITY	25

SPAWN OF TZEENTCH

BILL THORNHILL

Each Chaos Spawn is created by randomly generating a creature from either the Starting Profile Table or the Universal Creatures Table, and giving it D6+6 random Chaos Attributes. Spawn are organised into packs which function exactly like units - any psychology or other unit type tests use the lowest value among the pack. If Spawn have different movement rates then the whole unit moves at the speed of the slowest, except that Spawn with a movement characteristic of 0, 1, or 2 can be carried along by the pack so long at there are at least 2 faster Spawn for every Spawn carried. Spawn may be led by an independent Champion of Chaos, and then take psychology and rout tests using his characteristics (as they are subject to stupidity they really need a good leader to function effectively). An army can contain up to 3 packs of Spawn, each pack can be of unlimited size.

MAXIMUM IN ARMY	UP TO 3 UNITS
POINTS COST	25 PER SPAWN
PSYCHOLOGY	STUPIDITY

TROLLS

Trolls are attracted to the Armies of Chaos by the rich pickings to be found in the wake of every battle. They also enjoy the noise, confusion and indiscriminate violence. Unfortunately their lack of mental cohesion can be a draw-back. If left to their own devices they often get badly confused and end up wandering off. They perform best under the direct leadership of fairly high ranking Chaos Champions.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
TROLLS	6	3	1	5	4	3	1	3	4	4	6	6

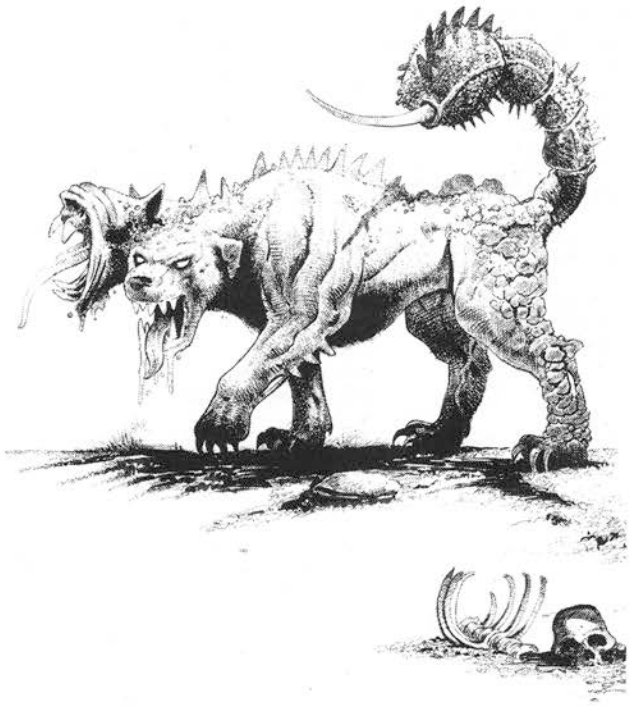
MAXIMUM IN ARMY	1 UNIT
POINTS COST	65 POINTS PER TROLL
MODELS PER UNIT	1-9 TROLLS
WEAPONS	NONE OR HAND WEAPON
ARMOUR	NONE
BASE SIZE	40x40mm
CHAOS ATTRIBUTES	NONE
SPECIAL RULES	Trolls can regenerate damage. Any Troll which has been slain or which has suffered any wounds during the turn will regenerate all damage suffered that turn on the D6 roll of a 4, 5 or 6.

PACK OF CHAOS HOUNDS

Chaos Hounds are savage and tremendously powerful creatures. They run in packs, sometimes latching on to a Chaos Champion, at other times roaming freely through the woods and wild places of the world. Hounds from miles around will gather around a Chaos Army. They know that the time of carnage is near, and eagerly wait their chance to feed upon the fallen.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAOS HOUND	6	4	0	4	4	2	4	2	6	4	6	6

MAXIMUM IN ARMY	UNLIMITED
POINTS COST	200 PER 9
MODELS PER UNIT	9 OR MULTIPLES OF 9
WEAPONS	NONE
ARMOUR	NONE
BASE SIZE	25x50mm
CHAOS ATTRIBUTES	D6-4 All the Chaos Hounds in the unit can be given up to the number of attributes rolled - they can always be given less if you prefer, but must be given at least 1. All Hounds in the unit can be given the same attributes, or you can roll individually for the number and type.
SPECIAL RULES	A Chaos Hound Pack can be led by any Chaos Champion character model.



ANDY CURRIE

CHARIOTS OF TZEENTCH

Champions of Tzeentch who ride chariots generally do so in the style which one would expect of followers of this spectacularly complex and extravagant Patron. A chariot would typically boast a whole array of its own silk banners as well as flying ribbons, and feathered standards which stream behind it as it moves swiftly along. Unlike the sometimes lumbering and heavily laden chariots favoured by Nurgle Champions, these are nimble constructions and very finely made.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAOS WARRIOR	4	6	6	4	3	2	6	2	9+2	9+2	9+2	9+2
CHAOS STEED	8	4	0	4	4	2	4	2	5	5	5	7

MAXIMUM IN ARMY	9 CHARIOT MODELS
POINTS COST	250 EACH
MODELS PER UNIT	1-9 CHARIOTS
CREW	2 CHAOS WARRIORS
WEAPONS	HAND WEAPON
ARMOUR	HEAVY ARMOUR
CHAOS ATTRIBUTES	D4. Roll for each chariot separately. Each Chariot crewman can be given up to the number of attributes rolled. He can always be given less if you prefer, but must be given at least 1. All Chariot crews can be given the same attributes, or you can roll individually for the number and type of attributes.
DRAUGHT ANIMALS	2 CHAOS STEEDS

ADRIAN SMITH

ANY CHARIOT MAY HAVE:

2 EXTRA CHAOS STEEDS	50 POINTS PER CHARIOT Turning Chariot into a heavy chariot.
2 EXTRA CREW FOR HEAVY CHARIOT	150 POINTS PER CHARIOT
SHIELDED CREW	10 POINTS PER CHARIOT

ANY CHARIOT UNIT MAY HAVE:

A UNIT STANDARD	80
A UNIT MUSICAL INSTRUMENT	80
GIVE STANDARD 1 MAGIC ABILITY VALUE	100 OR LESS
GIVE MUSICIAN 1 MAGIC ABILITY	25

WAR ALTAR OF TZEENTCH

This is an altar to Tzeentch - either built upon the frame of a huge cart. or constructed immediately prior to the battle at the rear of the battle-lines. The War Altar is as much a feast for the senses of smell and taste as it is for the eye! Smoky strands of sweet incense accumulate together to form a cloud of gently glowing mist. Wisps entwine with the banners of multi-coloured silks and the jangling of thousands of tiny bells. The altar is strewn with these bells, as well as small gongs, and hanging chimes fashioned to form tiny cages in which a bird or dragonfly flutters, or a chirping cricket sings its frantic song.

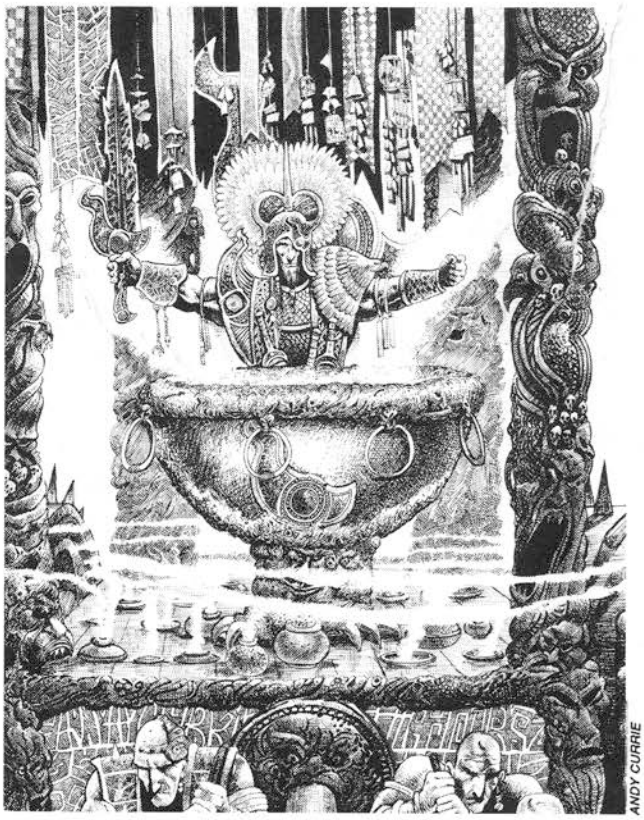
	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
ALTAR	4	0	0	0	10	5	0	0	-	-	-	-

MAXIMUM IN ARMY	1
POINTS COST	120
MODELS PER UNIT	1 WAR ALTAR which may be built upon a wagon or cart together with any number of non-combatant attendants.

ALTAR MAY HAVE

1 ABILITY AS A MAGIC STANDARD	100 OR LESS

SPECIAL RULES — As described in the introductory section, War Altars give a +2 leadership bonus within 12". One unit of troops may be appointed to guard the Altar - these Altar Guards are immune to psychology, instability, animosity, and cannot be routed.



ANDY CURRIE

CHAMPIONS OF TZEENTCH

MAXIMUM IN ARMY UNLIMITED — POINTS COST: 100 EACH

The army may include as many independent Champions as the player wishes to purchase at a cost of 100 pts each. The profile and Chaos Attributes of the Champion are determined randomly from the D1000 chart below. Some Champions are obviously better than others, but players will find that the mixture of good and not so good Champions will tend to average out. Also, as Champions receive occasional rewards following battles, their profiles and attributes will change for the better or worse.

Players who prefer to randomly generate their own Champions may do so if they wish. Create a Champion in the normal way and award him up to D8 random Chaos Attributes - you can always choose to give the model less attributes than the total rolled, but he must always have at least D3 (ie the attributes which come with his Mark of Chaos). Remember to give the Champion one free randomly generated magical item as the Mark of Tzeentch.

Weapons and other equipment are generated randomly as detailed following the generation chart.

D1000	Creature	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Attributes
001-005	Human Wizard	5	4	3	4	3	2	4	1	8+1	9+2	8+1	9+2	Wizard with a Magic Level of 1, Regeneration, Rapid Regeneration, Irrational Hatred (of Elves), Extra Joints in legs, FP0.
006-010	Human	5	4	4	4	1	1	8	3	7	7	7	7	Extremely Thin, Bestial Face, Extra Joints in arms and legs, Manic Fighter, Agility, Crown of Flesh - Thumbs, Hypnotic Gaze, Long Nose, FP2.
011-015	Human	5	5	4	4	4	2	4	6	8+1	7	7	7	Fangs, Bestial Face, Long Legs, Beaked, FP4.
016-020	Human	4	4	4	4	3	1	4	3	7	7	7	7	Furry, Teleport (self), Eyestalks, Silly Voice, Bestial Face, Scaly Skin (save+1), FP2.
021-025	Human	2	3	2	7	8	3	4	4	9+2	7	8+1	8+1	Bestial Face, Irrational Fear (of Elves), Telekinesis, Metal Body, Enormously Fat, FP4.
026-030	Orc	7	3	3	1	1	1	2	2	7	5	7	7	Fast, Warp Frenzy, Puny, Limb Loss - Arm, Manic Fighter, Tentacle - Remaining arm, Magician, Razor Sharp Claws, FP1.
031-035	Human	4	5	4	4	4	3	5	3	9+2	7	8+1	8+1	Telekinesis, Tentacle - One arm, FP1.
036-040	Human	8	3	3	6	3	1	3	1	7	7	7	7	Mercreature, Quadruped, Bestial Face, Strong, Temporal Instability (voluntary), Breathes Fire, FP3.
041-045	Dwarf	6	6	4	4	5	2	3	3	10+1	7	9	9	Fast, FP0.
046-050	Hobgoblin	2	3	2	3	4	1	3	2	7	6	6	6	Furry, Alcoholism, Hopper, Beaked, Bestial Face, FP2.
051-055	Human	4	3	3	3	3	1	3	1	7	7	7	7	Warty Skin (+1 save), FP0.
056-060	Human	2	3	3	3	3	1	3	2	7	7	7	7	Eyestalks, Bestial Face, Atrophy (an arm and a leg), FP1.
061-065	Minotaur	6	4	3	4	4	3	3	3	9	5	7	6	Big Ears, Regeneration, Uncontrollable Flatulence (paralysing), Rearranged Face, Temporal Instability - voluntary, Eyestalks, Scorpion Tail - poisoned, FP3.
066-070	Human	4	5	4	4	4	2	4	3	8+1	7	7	7	Headless, FP1
071-075	Human Wizard	4	4	3	4	3	1	4	2	7	8+1	8+1	8+1	Wizard with a Magic Level of 1, Fangs, Fear of Blood, Extra Joints in arms, FP1.
076-080	Human Wizard	2	4	3	4	3	1	3	3	7	8+1	8+1	8+1	Wizard with a Magic Level of 1, Fangs, Additional Eye, Hopper, Telekinesis, Bestial Face, FP3.
081-085	Dwarf Wizard	4	5	3	4	4	1	2	2	9	8+1	10+2	10+1	Wizard with a Magic Level of 1, Technology - Flamer, Silly Voice, Long Legs, Bestial Face, Long Nose, Additional Eye, FP3.
086-090	Dwarf Wizard	3	5	3	4	4	2	3	2	10+1	9+2	10+1	10+2	Wizard with a Magic Level of 1, Dimensional Instability, Hunchback, Birds Feet, Bestial Face, FP2.
091-095	Beastman	5	3	0	4	4	3	2	2	8	4	7	6	Tentacles - all arms, Rotting Flesh, Crossbreed with Giant Spider, Manic Fighter, Evil Eye, FP4.
096-100	Human	2	3	3	3	3	1	3	2	7	7	7	7	Suckers, Bestial Face, Short Legs, FP2.
101-105	Human Wizard	4	4	3	4	3	2	4	1	8+1	9+2	8+1	9+2	Wizard with a Magic Level of 1, Limb Transference - Head moved to chest, FP1.
106-110	Human	4	4	4	4	3	1	4	3	7	7	7	7	Bestial Face - Goat, Featureless Face, Additional Eye, Beweaponed Extremities, FP4.
111-115	Human Wizard	4	4	3	4	3	1	3	1	7	8+1	8+1	8+1	Wizard with a Magic Level of 1, Temporal Instability - involuntary, FP0.
116-120	Human	4	3	3	3	3	1	3	1	7	7	7	7	Atrophy - Arm, Black Skin, Warp Frenzy, Hunchback, FP2.
121-125	Dwarf Wizard	2	5	3	1	2	2	2	2	10+1	9+2	10+1	9+2	Wizard with a Magic Level of 1, Puny, Bestial Face - Goat, Enormously Fat, FP0.
126-130	Human	3	3	3	3	3	1	3	1	7	7	7	7	Powerful Legs, Alcoholism, Multiple Heads - One extra, FP1.
131-135	Dwarf	3	4	3	3	4	1	2	1	9	7	9	9	Powerful Legs, FP0.
136-140	Dwarf	3	4	3	3	4	1	2	1	9	7	9	9	Technology - Heavy Stub Gun, Tail, Feathered Hide, FP1.
141-145	Human	2	4	4	4	3	1	5	3	7	7	7	7	Extra Joints - Arms and legs, Bestial Face - Goat, Tentacles - One arm, Crown of Flesh - Ears, Limb Loss - One leg, Limb Transference arms grows from stomach, FP4.
146-150	Human	12	5	4	4	5	3	6	5	8+1	7	7	7	Flaming Skull Face, Poisonous Bite, Beaked, Overgrown Body Part - Legs x4, Albino, Teleport, FP3.
151-155	Human	1	3	3	3	3	1	2	3	7	7	7	7	Horns, Limb Loss - One leg, Bestial Face - Goat, Plague Bearer (Creeping Buboes), Brightly Patterned Skin, Scorpion Tail - poisoned,FP4.
156-160	Human Wizard	4	4	3	4	3	2	4	1	7	8+1	7	8+1	Wizard with a Magic Level of 1, Plague Bearer (Grey Fever), FP1.
161-165	Human	4	4	3	5	3	1	3	3	7	7	7	7	Fangs, Suckers, Limb Loss - One arm, Bulging Eyes, Mechanical Body - partially mechanical arm, Bestial Face, Spits Acid, FP4.
166-170	Human Wizard	4	4	3	4	3	2	4	1	8+1	9+2	8+1	9+2	Wizard with a Magic Level of 2, Big Ears, FP0.
171-175	Human	4	5	4	4	4	3	5	4	9+2	7	8+1	8+1	Bestial Face - Goat, Birds Feet, FP1.
176-180	Human	7	4	3	4	3	2	4	2	8+1	9+2	8+1	9+2	Technology - Missile Launcher with super krak shells, Scorpion Tail - poisoned, Bestial Face - Flamer, Walking Head, Fast, FP4.
181-185	Human Wizard	8	3	3	7	7	2	1	7	7	7	8+1	8+1	Wizard with a Magic Level of 1, Limb Transference - Eyes on back, Uncontrollable Flatulence - Crazy Gas, Bestial Face - Dragon, may breathe fire, Fear of Blood, Razor Sharp Claws, Growth x3, Multiple Arms - 4 extra, Pointed Head, FP4.
186-190	Elf Wizard	2	5	4	4	3	1	6	1	8	9	10+1	9+1	Wizard with a Magic Level of 1, Walking Head, Pointed Head, Rotting Flesh, Bestial Face - Flamer, Warty Skin (save +1), Limb Loss - 1 leg, FP3.
191-195	Human Wizard	4	5	3	6	3	1	3	1	7	8+1	8+1	8+1	Wizard with a Magic Level of 1, Mechanical Body - Arms, FP2.
196-200	Hobgoblin	4	3	2	3	2	1	6	1	7	6	6	8+2	Magic Resistant, Tentacles - One arm, Agility, Fits, Feathered Hide, Extremely Thin, Albino, FP1.
201-205	Dwarf	3	10	4	4	5	3	4	3	9+1	4	9	9	Plague Bearer (Grey Fever), Wings - small, Bestial Face - Goat, Weapon Master, Moronic, Walking Head, Temporal Instability - involuntary, FP4.
206-210	Human	4	2	3	3	3	1	3	1	7	7	7	7	Plague Bearer - Shakes, Vampire, Crown of Flesh - Fingers, Poisonous Bite, FP3.
211-215	Human	4	4	4	4	3	1	4	3	7	7	7	7	Cloven Hooves, Bestial Face - Flamer, Flaming Skull Face, Irrational Fear of Wizards, Poisonous Bite, FP2.
216-220	Beastman	4	4	3	3	4	2	3	2	7	6	7	6	Warty Skin (+1 save), Limb Transference - Arm moved to chest, Snake Tail (poisoned), Magic Immune, Cloven Hooves, Hideous Appearance, FP12.
221-225	Human	3	4	4	4	3	1	4	2	7	7	7	7	Long Nose, Enormous Noise, Spits Acid, Bulging Eyes, Silly Walk, Manikin, FP1.
226-230	Human	4	3	3	3	3	1	3	1	7	7	7	7	Feathered Hide, FP0.
231-235	Elf Wizard	6	5	4	5	3	1	6	2	8	10+1	10+1	9+1	Wizard with a Magic Level of 1, Long Legs, Long Nose, Zoological Mutation - Torso and forelegs of Bear, FP4.
236-240	Human Wizard	4	4	3	4	3	1	3	1	7	8+1	8+1	8+1	Wizard with a Magic Level of 1, Brightly Patterned Skin, Limb Transference - Arm grows from back, arm grows from groin, Hideous Appearance, FP11.
241-245	Centaur	8	3	4	4	3	2	3	2	7	7	7	7	Bestial Face - Goat, FP1.
246-250	Human	4	3	3	3	3	1	3	2	7	7	7	7	Bulging Eyes, Scorpion Tail (poisoned), Irrational Hatred - of anything red, Fear of Blood, Birds Feet, Bestial Face - Goat, FP2.
251-255	Human	4	3	3	3	3	1	3	4	7	7	7	7	Snake Tail (poisoned), Snake Tail (poisoned) - the creature has two snake tails, Bestial Face - Goat, Feathered Hide, Hideous Appearance, Multiplication, Suckers, FP14.
256-260	Human	6	3	1	3	4	2	5	2	5	7	8	10	Beaked, Crossbreed with Warhorse, Tentacles - both arms, Hypnotic Gaze, Chaos Lord - with Chaos Armour and a Magic level of 1, Magic Resistant, FP3.
261-265	Dwarf	3	4	3	3	4	1	2	3	9	7	9	9	Invisibility, Bulging Eyes, Poisonous Bite, Horns, Bestial Face, Limb Transference - Mouth on foot, FP3.
266-270	Elf	1	5	5	4	2	1	7	2	8	9	9	8	Crown of Flesh - Toes, Extremely Thin, Cloud of Flies, Mercreature, FP2.
271-275	Human	4	3	3	3	4	1	3	3	7	5	7	7	Albino, Multiple Arms - 2 extra, Moronic (subject to stupidity), Brightly Patterned Skin, Bestial Face - Goat, FP1.
276-280	Dwarf	3	6	4	4	5	3	4	4	10+2	7	10+1	10+1	Overgrown Body Part - Hands x2, Bestial Face - Goat, Fear of Blood, Rotting Flesh, FP3.
281-285	Human	5	6	4	8	7	3	5	4	9+2	7	8+1	8+1	Resilient, Tentacles - One arm, Magic Immune, Mechanical Body - completely mechanical with human type legs, FP3.
286-290	Human Wizard	4	4	3	4	3	1	3	2	7	8+1	8+1	8+1	Wizard with a Magic Level of 1, Bestial Face - Goat, Spits Acid, Vividly Coloured Skin, FP1.
291-295	Human Wizard	4	4	3	4	3	2	4	1	8+1	9+2	8+1	8+1	Wizard with a Magic Level of 1, Albino, Mechanical Body - partially mechanical with mechanical hoverer legs, FP2.
296-300	Dwarf Wizard	2	5	3	4	4	1	2	3	9	8+1	10+1	10+1	Wizard with a Magic Level of 1, Horns, Uncontrollable Flatulence -5"), Featureless Face, Silly Walk, FP6.
301-305	Human	4	4	4	4	3	1	4	3	6	6	6	6	Plague Bearer (Grey Fever), Bestial Face - Goat, FP1.
306-310	Human Wizard	0	4	3	4	3	1	3	0	7	8+1	8+1	8+1	Wizard with a Magic Level of 1, Warty Skin (+1 save), Atrophy of arm and leg, Limb Loss - remaining leg, Fear of Blood, FP0.
311-315	Human	4	4	4	3	2	1	5	3	7	7	7	9+2	Pseudo-Daemonhood (flies 3-14", acc 3"), Rapid Regeneration, Extra Joints in arms, Flaming Skull Face, Plague Bearer (Bone Ague), Magic Resistant, FP 7.
316-320	Human	3	4	3	7	5	2	2	2	7	7	7	7	Overgrown Body Part - Torso x3 (walks on all fours), Mechanical Body- completely mechanical, Irrational Hatred of Wizards, Uncontrollable Flatulence - Noxious gas, Powerful Legs, Bestial Face - Goat, Rearranged Face, Big Ears, FP5.
321-325	Human Wizard	3	10	3	4	3	2	4	1	8+1	9+2	8+1	9+2	Wizard with a Magic Level of 1, Bestial Face - Flamer, Alcoholism, Cloud of Flies, Furry, Weapon Master, Iron Hard Skin (+3 save), Crown of Flesh - Fingers, FP3.
326-330	Human Wizard	4	10	3	4	3	2	6	1	8+1	9+2	8+1	9+2	Wizard with a Magic Level of 1, Eyestalks, Extra Joints - Arms, Extra Joints - Arms (the creature arms are really extra jointed!), Birds Feet, Weapon Master, Rapid Regeneration, Technology - Melta gun, FP2.

D1000	Creature	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Attributes
331-335	Human	4	3	3	6	3	1	3	1	7	7	7	7	Strong, Eyestalks, Bestial Face - Bear, Crest, FP2.
336-340	Human	4	5	4	4	6	3	5	7	9+2	7	8+1	8+1	Multiple Arms - Four extra, Bestial Face - Goat, FP1.
341-345	Dwarf	3	4	3	3	4	1	2	2	9	7	9	9	Dimensional Instability, Bestial Face - Goat, Tail, Temporal Instablity - voluntary, Silly Voice, Suckers, Long Spines, FP2.
346-350	Dwarf	7	5	2	9	6	5	3	3	8	5	7	8	Crossbreed with Wyvern (bite attack causing D4 wounds -3 save, save of 5+, flies 8-32" with acc of 8"), Spits Acid, Strong, Crown of Flesh - Toes, Growth x2, FP3.
351-355	Human	2	3	3	1	2	1	6	2	7	7	7	7	Bestial Face - Goat, Limb Transference - Leg grows from back, Shrink to quarter size, Manikin, FP0.
356-360	Elf	15	4	4	3	1	1	6	1	8	9	9	8	Extremely Thin, Fast, FP0.
361-365	Human Wizard	4	4	3	4	3	1	3	2	7	10+3	8+1	8+1	Wizard with a Magic Level of 1, Levitation (6pts), Massive Intellect, Bestial Face - Goat, Tail, FP1.
366-370	Human	3	8	6	6	4	3	7	8	10+3	10+3	10+3	8+1	Bestial Face - Goat, Cloud of Flies, Magic Immune, Temporal Instability - involuntary, Massive Intellect, Chaos Lord (with a Magic Level of 1), Silly Walk, Overgrown Body Part - Torso x3 (moves on all fours - attacks are bites), FP1.
371-375	Human	8	4	4	7	6	4	1	3	8+1	5	7	7	Acid Excretion, Uncontrollable Flatulence - Poison gas, Growth x3, Long Nose, Tail, Vampire, Moronic (stupidity), FP5.
376-380	Human	2	3	3	3	3	1	3	2	7	7	7	7	Short Legs, Crown of Flesh - Noses, Feathered Hide, Dimensional Instability, Temporal Instability (involuntary), Prehensile Tail, Big Ears, FP1.
381-385	Elf	14	4	2	7	5	2	2	4	6	5	7	6	Beaked, Snake Tail (poisoned), Crossbreed with Wolf, Growth x3, Technology - Plasma gun, Bestial Face - Goat, Temporal Instablity - voluntary, FP7.
386-390	Human	4	5	3	4	4	3	4	2	9+2	9+2	9+2	9+2	Pseudo-Daemonhood (flies 8-17", acc 8"), Tentacles - One arm, Multiple Heads - One extra), FP7.
391-395	Dwarf Wizard	4	4	3	6	6	2	1	2	9	7	10+1	10+1	Wizard with a Magic Level of 1, Pointed Head, Shrink by half, Magician (gaint extra magical level, spells, magic points), Multiple Arms - One extra, Manikin, Growth x3, (creature now 11/2times larger than originally), FP3.
396-400	Dwarf	3	10	3	3	4	1	2	1	9	7	9	9	Invisibility, Weapon Master, FP0.
401-405	Human	4	4	4	4	3	1	4	3	7	5	7	7	Moronic (stupidity), Beweaponed Extremity, Irrational Fear of Dwarfs, Bestial Face - Goat, Tentacles - One arm, Rotting Flesh, Horrible Stench, FP4.
406-410	Dwarf	2	6	4	4	6	3	1	3	10+2	7	10+1	10+1	Vampire, Bestial Face - Flamer, Overgrown Body Part - Feet x4, Zoological Mutation - gains muzzle of lion, Zoological Mutation - gains entire head of Wolf, FP6
411-415	Human	4	3	3	3	3	1	3	1	7	7	7	7	Plague Bearer (Green Pox), Bestial Face - Goat, FP2.
416-420	Dwarf	2	4	2	7	7	4	4	6	10+3	7	10+2	10+2	Bestial Face - Goat, Zoological Mutation - Torso and arms of a goat, Limb Transference - Head moves to elbow, Metal Body, Plague Bearer - Creeping Buboes (must be rust spots!), Limb Transference - Eyes move to hip, Mace Tail, FP7.
421-425	Human	2	6	3	4	4	2	4	2	10+3	10+3	10+3	10+3	Wizard with a Magic Level of 1, Invisibility, Chaos Lord (with one extra magic level and spells), Razor Sharp Claws, Bestial Face - Goat, Iron Hard Skin (+3 save), Tentacles - One arm, Irrational Fear of Wizards, Siamese Twins joined back to back, Irrational Fear of Dwarfs, FP4.
426-430	Elf	4	5	5	4	3	1	10	2	8	9	9	8	Bestial Face - Flamer, Black Skin, Tentacles - both arms, Agility, Silly Walk, Tentacles - remaining arm, FP3.
431-435	Human	10	4	4	8	7	4	1	4	10+3	7	8+1	8+1	Vampire, Growth x4, FP5.
436-440	Human	4	3	3	6	3	1	3	3	7	7	7	7	Mane of Hair, Scorpion Tail - non-poisonous, Strong, Bestial Face - Goat, FP2.
441-450	Human Wizard	4	5	3	4	4	3	4	1	9+2	9+2	9+2	9+2	Wizard with a Magic Level of 2, Enormose Noise, Huge Head, Bestial Face - Goat, Tentacles - two, Skull Face, Breathes Fire, Headless, Brightly Patterned Skin, FP6.
451-455	Human Wizard	2	4	3	3	6	1	3	2	7	8+1	8+1	8+1	Wizard with a Magic Level of 1, Uncontrollable Flatulence, Crystalline Body, Technology - Multilaser, Levitation (2pts), Enormous Noise, Bestial Face - Goat, Headless, Hopper, FP5.
456-460	Dwarf Wizard	4	5	3	4	6	1	3	4	9	8+1	10+1	0+1	Wizard with a Magic Level of 1, Overgrown Body Part x2, Multiple Arms - 3 extra, Bestial Face - Goat, Cloud of Flies, FP2.
461-465	Dwarf	2	6	4	3	6	1	5	3	10+2	7	10+1	10+1	Crown of Flesh - Eyestalks, Crystalline Body, Shrink to half size, FP2.
466-470	Elf	5	6	5	4	4	2	7	5	10+2	10+2	10+1	10+1	Prehensile Tail, Telekinesis, Warty Skin (save +1), Massive Intellect, Horrible Stench, Silly Voice, Poisonous Bite, FP0.
471-475	Human Wizard	4	4	3	4	3	1	3	1	7	8+1	8+1	8+1	Wizard with a Magic Level of 1, Atrophy - One arm, FP0.
476-480	Human	10	4	4	4	3	1	4	1	7	7	7	7	Extra Joints in legs, Quadruped, Albino, Fangs, FP1.
481-485	Human	3	4	4	4	3	1	4	3	7	7	7	7	Pseudo-Daemonhood (flies 1-13", acc 3" and gore attack), Zoological Mutation - Eye of a rat, Regeneration, Bestial Face - Bear, Alcoholism, FP7.

D1000	Creature	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Attributes
486-490	Human	6	3	3	5	4	2	2	2	7	5	7	7	Scaly Skin (save+1), Rotting Flesh, Pseudo-Daemonhood (flies 2-16", acc 6" and gore attack), Moronic (stupidity), Crown of Flesh - Toes, Growth x2, FP9.
491-495	Elf	5	4	4	3	3	1	6	1	8	9	9	8	Bulging Eyes, FP0.
496-500	Elf	5	5	5	6	5	1	6	5	10+2	10+1	9	9+1	Chaos Lord (with Chaos Armour and one Magic Level/spells/etc), Invisibility, Crown of Flesh - Thumbs, Horns, Rotting Flesh, Enormously Fat, Cloud of Flies, Zoological Mutation - Face of a frog, FP2.
501-505	Human	4	4	4	4	3	1	4	2	7	7	7	7	Poisonous Bite, FP0.
506-510	Dwarf	3	5	4	4	4	1	3	2	9	7	9	9	Multiple Heads - One extra, FP1.
511-515	Human	4	4	3	5	3	1	3	3	7	8+1	7	7	Vividly Coloured Skin, Bestial Face - Flamer, Manic Fighter, Mechanical Body - Mechanical arms, Razor Sharp Claws, Technology - Hand flamer, Zoological Mutation - Nose of tiger, Pseudo-Daemonhood (flies 4-16", acc 7" and gore attack), FP10.
516-520	Dwarf	9	5	4	3	4	2	5	2	9	7	9	9	Overgrown Body Part - Legs x4, Hunchback, Uncontrollable Flatulence, Chaos Were (roll another random Champion as the Were form), Plague Bearer - Bone Ague, FP5.
521-525	Human	4	3	3	3	3	1	3	1	7	7	7	7	Magic Immune, FP0.
526-530	Human Wizard	12	5	3	4	5	4	3	1	9+2	9+2	9+2	9+2	Wizard with a Magic Level of 2, Quadruped, Hunchback, Fast, Pseudo-Daemonhood (flies 1-18", acc 6" and gore attack), Tail, Enormously Fat, Resilient, Temporal Instability - involuntary, FP6.
531-535	Human Wizard	4	4	3	4	3	1	3	2	7	8+1	8+1	8+1	Wizard with a Magic Level of 1, Long Nose, Mace Tail, Big Ears, FP0.
536-540	Dwarf	3	10	3	3	4	1	2	2	9	8+1	9	9	Weapon Master, Beweaponed Extremities, Skull Face, Horns, Technology - Power axe, Bestial Face - Goat, FP5.
541-545	Elf	1	6	5	4	4	2	7	6	9+1	9	9	8	Technology - Beamer, Hopper, Beaked, Tentacles - One arm, Scorpion Tail - non-poisonous, Fangs, FP5.
546-550	Dwarf	3	6	4	4	5	2	3	6	10+1	6	9	9	Prehensile Tail, Pointed Head, Scaly Skin (+1 save), Snake Tail (non-poisonous), Birds Feet, Bestial Face - Goat, Tentacles - One arm, FP4.
551-555	Human	4	3	3	3	3	1	3	2	7	7	7	7	Regeneration, Headless, Pseudo-Daemonhood (flies 1-15", acc 7" and gore attack), Bestial Face - Goat, Zoological Mutation - Arms of a rat, Tentacles - both arms, FP9.
556-560	Human	4	3	3	3	3	1	6	3	7	7	7	7	Agility, Bestial Face - Goat, Poisonous Bite, FP1.
561-565	Human Wizard	4	4	3	4	3	1	3	1	7	6	8+1	8+1	Wizard with a Magic Level of 1, Pin Head, FP1.
566-570	Human	1	4	4	4	3	1	4	3	7	7	7	7	Tentacles - both arms, Bestial Face - Goat, Mercreature, FP3.
571-575	Human	4	3	3	3	3	1	3	2	7	7	7	7	Featureless Face, Bestial Face - Goat, Limb Transference - Head moves to end of arm, Hideous Appearance, Zoological Mutation - Eyes of a sheep, Uncanny Resemblance, FP14.
576-580	Elf	3	7	5	6	5	4	10	5	10+3	8+1	10+2	10+2	Dimensional Instability, Vampire, Silly Voice, Uncontrollable Flatulence - Oily smoke, Chaos Lord, Bestial Face - Goat, Moronic (stupidity), Short Legs, One Eye, Headless, Acid Excretion, Scaly Skin (+1 save), FP5.
581-585	Dwarf	6	5	4	4	4	1	3	0	9	8+1	9	9	Technology - Plasma pistol, Mane of Hair, Quadruped, FP1.
586-590	Human	4	4	4	4	3	1	4	2	6	6	6	6	Plague Bearer - Grey Fever, FP1.
591-595	Human	4	4	4	4	5	1	4	4	7	7	7	7	Blood Rage, Multiple Arms - Two extra, FP1.
596-600	Human	4	4	3	4	3	1	3	2	7	8+1	8+1	10+3	Black Skin, Zoological Mutation - Hand of a scorpion, Magic Resistant, Zoological Mutation - Head of boar (gore attack), FP3.
601-605	Dwarf	3	9	7	6	6	2	6	3	10+1	7	9	10+1	Chaos Lord (with Chaos Armour and one Magic Level/spells/etc), Dimensional Instability, Magic Immune, Extra Joints in arms and legs, Alcoholism, FP0.
606-610	Human	4	5	4	3	4	2	7	4	8+1	7	7	7	Burning Body, Agility, Skull Face, Plague Bearer - Bone Ague, Multiplication, Fangs, Crest, Uncontrollable Flatulence, FP6.
611-615	Human Wizard	3	3	3	3	3	3	3	1	7	8+1	8+1	8+1	Wizard with a Magic Level of 1, Extra Joints in arms and legs, Overgrown Body Part - Arms x4, Walking Head, Bestial Face - Goat, Long Spines - poisonous, Big Ears, Shrink to 3rd size, Extra Joints in Legs, FP2.
616-620	Human	4	3	3	3	3	1	3	2	7	7	7	7	Evil Eye, Bestial Face - Goat, Big Ears, FP2.
621-625	Elf Wizard	4	4	4	6	4	2	2	0	8	10+1	10+1	10+1	Wizard with a Magic Level of 1, Featureless Face, Overgrown Body Part - Arms x4, Levitation (6pts), Bestial Face - Goat, FP3.
626-630	Human	2	4	4	4	3	1	4	0	8+1	7	7	7	Cowardice, Uncanny Resemblance, Technology - Auto-cannon, Cloud of Flies, Technology - Stub Gun (both arms now useless for anything else), Teleport, Feathered Hide, Fangs (bite attack), FP3.
631-635	Elf	5	4	4	3	3	1	6	2	8	9	9	8	Chaos Were (roll another Champion as the Were form), Rearranged Face, Brightly Patterned Skin, Skull Face, Bestial Face - Raven (bite attack), Cowardice, FP5.
636-640	Human	4	4	4	4	3	1	4	3	6	6	6	8+1	Fangs, Magic Resistant, Plague Bearer - Grey Fever, FP2.
641-645	Elf	7	3	4	3	5	1	6	3	8	9	9	8	Plague Bearer - Shakes, Mechanical Body - Body, legs and head are mechanical - legs are tracks, Zoological Mutation - Nose of a lion, Vampire, Bestial Face - Goat, Poisonous Bite, Headless, FP8.
646-650	Human	4	5	2	4	4	3	5	3	9+2	7	8+1	8+1	Crest, Evil Eye, One Eye, FP1.
651-655	Human	2	5	3	5	4	1	3	1	6	7	6	6	Crossbreed with Fimir, Technology - Lasgun, Breathes Fire, Limb Loss - One leg, Mechanical Body - Both arms mechanical, Uncontrollable Flatulence - poison, FP5.
656-660	Human Wizard	4	6	5	4	4	4	6	3	10+3	10+3	10+3	10+3	Wizard with a Magic Level of 4, Regeneration, Beaked, Long Neck, Cloud of Flies, Extra Joints in arms, FP1.
661-665	Elf	0	4	4	3	3	1	6	1	8	9	9	8	Limb Loss - Both legs, Breathes Fire, Hunchback, Warp Frenzy, Tentacles - One arm, Dimensional Instability, Evil Eye, FP4.
666-670	Dwarf Wizard	1	4	1	4	4	1	3	1	6	6	7	8	Wizard with a Magic Level of 1, Acid Excretion, Crossbreed with Giant Rat, Mercreature, Silly Walk, Rotting Flesh, Flaming Skull Face, FP4.
671-675	Human Wizard	4	4	3	4	7	1	4	4	8+1	9+2	8+1	9+2	Wizard with a Magic Level of 1, Multiple Arms - Two extra, Crystalline Body, Chaos Were (randomly generate another Champion as were form), Bestial Face - Goat, Tentacles - One arm, Headless, Blood Rage, FP7.
676-680	Dwarf	3	5	3	4	4	1	2	2	9	8+1	10+1	10+1	Teleport, Chaos Were (randomly generate another Champion as were form), Cloven Hooves, Acid Excretion, Irrational Fear of anything green, Vampire, Bestial Face - Goat, FP6.

D1000	Creature	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Attributes
681-685	Human	4	3	3	3	3	1	3	2	7	7	7	7	Bestial Face - Goat, Zoological Mutation - Foot of bull, FP2.
686-690	Dwarf	3	4	3	4	4	2	3	0	10+1	9+2	10+1	10+1	Dwarf Wizard with a Magic level of 1, Plague Bearer - Shakes, FP1.
691-695	Human	4	3	3	3	4	1	3	2	7	7	7	7	Burning Body, Wings - medium size (fly 3-14", acc 6"), Bestial Face - Goat, Illusion of Normality, Skull Face, Huge Head, Zoological Mutation - Eye of a rat, FP8.
696-700	Human	7	3	3	3	3	1	3	1	7	7	7	7	Quadruped, Additional Eye, Scorpion Tail - poisoned, Alcoholism, FP2.
701-705	Dwarf	3	4	3	3	5	1	2	1	9	7	9	9	Blood Rage, Huge Head, Teleport, Evil Eye, Headless, Bestial Face - Flamer, FP4.
706-710	Human	4	3	3	3	3	1	3	2	7	7	7	7	Scorpion Tail- poisonous, Tentacles - both arms, FP2.
711-715	Elf Wizard	5	5	4	4	4	2	7	2	9+1	10+2	10+1	10+2	Wizard with a Magic Level of 1, Breathes Fire, Burning Body, Zoological Mutation - Arm of a bear (extra claw attack), Cloven Hooves, FP5.
716-720	Human	2	3	3	3	3	1	3	3	7	7	7	7	Enormous Noise, Hopper, Bestial Face - Goat, Beaked, FP2.
721-725	Elf	5	6	5	4	4	3	8	4	10+2	9	10+1	9+1	Fangs, FP1.
726-730	Human	2	4	4	4	4	1	3	2	7	7	7	7	Tentacles - One arm, Acid Excretion, Bestial Face - Flamer, Enormously Fat, Hypnotic Gaze, Rapid Regeneration, FP3.
731-735	Human	4	5	4	7	4	2	5	8+1	7	7	7	7	Strong, Hunchback, Limb Transference - Head on back and leg on hand, Beaked, FP3.
736-740	Human	30	3	4	8	7	7	1	3	9+2	7	8+1	8+1	Headless, Growth x4, Fast, Warty Skin (save+1), FP4.
741-745	Fimir	4	4	1	9	6	1	2	1	6	5	6	6	Strong, Crystalline Body, Elastic Limbs, Long Neck, Telekinesis, Mechanical Body - Body and arms mechanical, Bestial Face - Goat, FP5.
746-750	Human	4	3	3	3	6	1	3	2	7	7	7	7	Crystalline Body, Beaked, FP3.
751-755	Human	4	10	3	4	3	1	3	1	7	8+1	8+1	8+1	Wizard with a Magic Level of 1, Weapon Master, Transparent Skin, Bestial Face - Flamer, FP4.
756-760	Human	4	10	3	5	5	1	6	2	7	7	7	7	Bestial Face - Goat, Weapon Master, Mechanical Body - Arms, body, and legs (tracks), Agility, FP3.
761-765	Human	1	3	3	3	3	1	3	1	7	7	7	7	Powerful Legs, Atrophy - Leg, FP0.
766-770	Elf	5	4	4	3	3	1	6	1	8	9	9	8	Fits, FP0.
771-775	Human	4	4	2	3	4	2	5	2	6	5	6	6	Overgrown Body Part - Legs x3, Elastic Limbs, Walking Head, Crown of Flesh - Tongues, Bestial Face - Goat, Horns, Crossbreed with bat (flies 0-12", acc 6"), FP6.
776-780	Human	4	3	3	3	5	1	4	1	7	7	7	7	Burning Body, Blood Substitution - Acid, Multiple Heads - one extra, Extra Joints in arms, FP4.
781-785	Elf	10	4	4	3	3	1	6	1	8	7	9	8	Quadruped, Moronic (stupidy), Magic Immune, Scorpion Tail - poisonous, FP1.
786-790	Human	7	4	3	4	5	1	3	2	7	7	7	7	Invisibility, Mechanical Body - completely (save 4+), Suckers, Fast, FP3.
791-795	Human Wizard	4	5	4	4	4	3	5	3	9+2	7	8+1	8+1	Wizard with a Magic Level of 1, Silly Walk, Magic Immune, Eyestalks, FP0.
796-800	Human	1	2	3	3	4	2	1	1	7	9+2	7	7	Enormously Fat, Powerful Legs, Massive Intellect, Overgrown Body Part - Head x4, Telekinesis, Bestial Face - Flamer, FP2.
801-805	Human	4	5	4	4	4	3	4	4	9+2	6	8+1	8+1	Bestial Face - Goat, Plague Bearer - Creeping Buboes, Pointed Head, Acid Excretion, Wings - fly 6-12", acc 6", Bulging Eyes, Silly Voice, Extra Joints - Legs, FP3.
806-810	Human	4	9	3	3	3	1	3	2	7	5	7	7	Moronic (stupidity), Weapon Master, Featureless Face, Bestial Face - Goat, Suckers, FP3.
811-815	Dwarf	2	4	3	1	1	1	2	2	9	7	9	9	Horrible Stench, Headless, Puny, Blood Rage, Atrophy - Leg, Bestial Face - Goat, FP2.
816-820	Dwarf	6	4	3	3	2	1	2	1	9	9+2	9	9	Bestial Face - Goat, Massive Intellect, Telekinesis, Quadruped, Rapid Regeneration, Extremely Thin, Uncanny Resemblance, Rotting Flesh, FP2.
821-825	Elf	5	5	5	4	3	1	7	2	8	9	9	8	Breathes Fire, FP1.
826-830	Dwarf	3	2	2	1	1	1	3	3	9	7	9	9	Metal Body, Bestial Face - Goat, Rotting Flesh, Spits Acid, Scorpion Tail - poisoned, Puny, FP6.
831-835	Orc	4	3	3	3	4	1	2	2	7	5	7	7	Crest, Hideous Appearance, Albino, Bestial Face - Goat, Cloud of Flies, Irrational Fear of humans, FP12.
836-840	Dwarf	3	4	3	3	4	1	2	1	9	7	9	9	Enormous Noise, Acid Excretion, Uncontrollable Flatulence - poison, Vividly Coloured Skin, Irrational Fear of Wizards, Siamese Twin - back-to-back, Silly Voice, FP1.
841-845	Dwarf Wizard	3	5	3	4	5	1	2	4	9	8+1	10+1	10+1	Wizard with a Magic Level of 1, Uncontrollable Flatulence - Crazy Gas, Furry, Bestial Face - Goat, Multiple Arms - Two extra, FP1.
846-850	Dwarf	3	4	3	3	4	1	2	1	9	7	9	9	Zoological Mutation - Torso and head of an ape, Levitation, Bestial Face - Goat, Feathered Hide, Uncontrollable Flatulence - poison, Silly Voice, FP1.
851-855	Human	4	10	3	5	4	3	7	5	9+2	9+2	7	9+2	Limb Transference - Arm moves to stomach, Zoological Mutation - Mouth of sheep, Weapon Master, Poisonous Bite, Regeneration, Black Skin, Silly Voice, Chaos Lord (with chaos armour, 1 magic level/spells etc), Suckers, Vampire, Cloven Hooves, Huge Head, FP6
856-860	Dwarf	3	3	2	2	3	1	3	1	6	6	6	7	Horns, Chaos Lord (with chaos armour and 1 magic level/spells etc), Siamese Twin - back-to-back, Crossbreed with Snotling, Tail, Burning Body, Rapid Regeneration, Bestial Face - Flamer, Flaming Skull Face, FP8.
861-865	Human Wizard	4	4	3	4	3	2	4	1	8+1	9+2	8+1	9+2	Wizard with a Magic Level of 1, Irrational Fear of Humans, FP0.
866-870	Human	4	4	4	4	4	1	4	5	7	6	7	7	Hunchback, Bestial Face - Goat, Huge Head, Pointed Head, Multiple Arms - 2 extra, Limb Transference - Leg moves to chest, FP4.
871-875	Zoat	3	5	3	5	6	2	6	5	10	10	9	9	Strong, Iron Hard Skin (+3 save), Technology - Jokaero digital flamer, Limb Loss - One arm, Zoological Mutation - Torso and head of an Eagle (bite attack), Multiple Arms - Two extra, Shrink by 1/2, FP2.
876-880	Human	3	10	4	4	3	1	4	2	7	7	7	7	Weapon Master, Powerful Legs, Skull Face, Silly Walk, FP0.
881-885	Human	3	3	3	3	3	1	3	4	7	7	7	7	Limb Transference - Head moves to knee, Beaked, Bestial Face - Goat, Scorpion Tail - poisoned, Crown of Flesh - Thumbs, Alcoholism, Manic Fighter, FP5.
886-890	Human Wizard	4	4	3	4	4	4	2	4	2	8+1	9+2	8+1	9+2	Wizard with a Magic Level of 1, Irrational Hatred of Elves, Eyestalks, Multiple Heads - One extra, Manic Fighter, Blood Substitution - Maggots, FP2.
891-895	Human	5	4	2	5	5	2	5	7	8+1	6	7	8	Bestial Face - Goat, Crossbreed with Chimera (with lion tail and three heads - his own bestial head, a giant rat with bite, and lion with bite - flies 6-24", acc 6" - may stomp with any attacks, all attacks resolved with a -3 armour save), Eyestalks on rat head, Hunchback, Warp Frenzy, Beweaponed Extremities, Mane of Hair on own head, Warty Skin (+1 save), FP5.
896-900	Human	4	5	4	4	4	2	4	3	8+1	7	7	7	Long Neck, FP0.

D1000	Creature	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Attributes
901-905	Elf	5	4	4	3	3	1	6	1	8	9	9	8	Cowardice, Feathered Hide, Acid Excretion, FP1.
906-910	Human Wizard	5	4	3	7	4	1	4	2	7	8+1	8+1	8+1	Wizard with a Magic Level of 1, Extra Joints in arms and legs, Multiplication, Multiple Heads - One extra, Strong, Acid Excretion, FP1.
911-915	Minotaur	3	3	5	3	2	3	3		7	5	5	5	Crossbreed with Snotling, Beaked, Spits Acid, Strong, Walking Head, Limb Loss - One arm, Bestial Face - Goat, Scorpion Tail - poisoned, FP5.
916-920	Human	4	4	4	1	1	1	4	3	7	7	7	7	Hideous Appearance, Powerful Legs, Puny, Irrational Fear - of anything yellow, Pseudo-Daemonhood (horns, tail and flies 2-14", acc 4"), Huge Head, Bestial Face - Goat, FP17.
921-925	Human Wizard	4	5	3	4	5	3	4	3	9+2	9+2	9+2	9+2	Wizard with a Magic Level of 2, Multiple Arms - Two extra, FP0.
926-930	Dwarf	1	6	3	1	2	1	3	2	10+1	7	10+1	10+3	Blood Rage, Puny, Chaos Lord (with Chaos Armour), Silly Walk, Shrink to half size, Pseudo-Daemonhood (horns, tail and flies 4-15", acc 4"), Tentacles - One arm, Crown of Flesh - Toes, Rearranged Face, FP6.
931-935	Human Wizard	4	4	3	4	3	1	3	1	7	8+1	8+1	8+1	Wizard with a Magic Level of 1, Vividly Coloured Skin, FP0.
936-940	Human	4	4	4	4	3	1	4	4	7	7	7	7	Razor Sharp Claws, Bestial Face - Goat, FP1.
941-945	Human Wizard	2	5	3	4	4	3	4	1	9+2	9+2	9+2	9+2	Wizard with a Magic Level of 2, Rapid Regeneration, Limb Loss - Leg grows from back, Manikin, Tail, Siamese Twin joined back-to-back, FP3.
946-950	Human	3	5	4	2	4	1	6	4	8+1	7	7	7	Bulging Eyes, Vampire, Shrink to a 3rd size, Bestial Face - Goat, Extra Joints in Legs, FP1.
951-955	Hobgoblin	1	7	5	5	6	3	4	7	9+2	7+1	6	9+3	Multiple Heads - Two extra, Multiplication, Siamese Twin joined side-by-side, Chaos Lord (with Chaos Armour, 1 magic level/spells/etc), Tail, Alcoholism, Regeneration, Snake Tail (poisoned), FP3.
956-960	Human Wizard	2	4	3	4	3	1	3	1	7	8+1	8+1	8+1	Wizard with a Magic Level of 1, Evil Eye, Wings - large can fly 5-12", acc 5"), FP2.
961-965	Human Wizard	2	5	3	4	4	3	5	2	9+2	8+1	9+2	9+2	Wizard with a Magic Level of 2, Pointed Head, Extra Joints in arms, Horrible Stench, Limb Loss - One leg, Bestial Face - Goat, FP1.
966-970	Dwarf Wizard	2	5	3	4	4	1	2	2	9	8+1	10+1	10+1	Wizard with a Magic Level of 1, Bestial Face - Goat, Tentacles - both arms, Alcoholism, Rotting Flesh, FP3.
971-975	Human	4	4	3	4	3	2	5	1	8+1	9+2	8+1	9+2	Wizard with a Magic Level of 1, Extra Joints in arms, Evil Eye, FP1.
976-980	Human	4	3	4	4	2	3	4	5	7	7	6	7	Crossbreed with Snotling, Overgrown Body Part - Hands x4, Bestial Face - Bull (gore attack), Regeneration, Razor Sharp Claws, Rotting Flesh, FP4.
981-985	Elf	5	5	4	4	3	1	7	3	8	7	9	8	Bestial Face - Flamer, Warp Frenzy, Moronic (stupidity), Walking Head, Scorpion Tail (poisoned), Tentacles - One arm, Chaos Were (randomly generate another Champion as the were form), FP6.
986-990	Human	2	5	4	4	4	2	4	3	8+1	9+2	7	7	Technology - Auto-cannon, FP1.
991-995	Elf Wizard	15	6	6	7	7	9	5	2	10+3	10+3	10+3	10+3	Wizard with a Magic Level of 4, Growth x3, Overgrown Body Part - Head x3, Bestial Face - Goat, Overgrown Body Part - Legs x2, FP5.
996-000	Elf Wizard	5	6	7	4	4	3	9	5	10+2	10+2	10+3	10+2	Wizard with a Magic Level of 2, Chaos Lord (with Chaos Armour, an extra magic level/spells/etc), Bestial Face - Goat, Razor Sharp Claws, Long Neck, Mace Tail, Irrational Fear of Elves, FP1.

ARMOUR FOR CHAMPION

POINTS COST FREE - RE-ROLLS 25pts EACH

Every Champion rolls once on the chart below to determine his armour. If the player wishes he can re-roll the result at a points cost of 25pts. The player can re-roll as many times he wishes, so long as he pays the appropriate points. Chaos Armour generated from this chart may be added to Chaos Armour he already has (as a result of being a Chaos Lord for example), adding +1 to the save bonus given below. Otherwise, a character who already has Chaos Armour cannot wear other armour except for a shield (+1 save). Note that Wizards cannot make use of armour (other than Chaos Armour) without inhibiting their spell casting powers as described in *Warhammer Fantasy Battle*.

D100	Armour	D6 Save
01-10	Light Armour + Shield	5,6
11-30	Heavy Armour	5,6
31-60	Heavy Armour + Shield	4,5,6
61-91	Chaos Armour	4,5,6
92-95	Chaos Armour +1	3,4,5,6
96-98	Chaos Armour + Shield	3,4,5,6
99-00	Chaos Armour +1 + Shield	2,3,4,5,6

MOUNT FOR CHAMPION

POINTS COST 25 pts PER ROLL

A Champion may ride a mount generated from the table below at a points cost of 25 pts. If not satisfied with the first result, the player can roll again at an extra points cost of 25 per re-roll. The original, and any subsequent, re-rolled result is ignored.

Alternatively, if the Champion has 3 or more fear points, he may ride any of the Creatures generated for the army from the Creatures of Chaos Table - this costs no additional points.

D100	Mount
01-25	Horse
26-50	Warhorse
51-75	Chaos Steed
76-00	Disc of Tzeentch

TONY ACKLAND

ARMY STANDARD

POINTS COST 50 pts + UP TO 200 pts OF ABILITIES

MAXIMUM IN ARMY 1

The army may include 1 army standard which may be carried by any Champion of Chaos except the army's General. The Army Standard costs 50 points and may have up to 2 special abilities at a cost of up to 100 points each. If the army standard has special abilities, at least one must be chosen from amongst the special Tzeentch abilities.

Ability	Cost	Ability	Cost
Battle Banner	100	War Banner	25
Icon of Divine Wrath	100	Ward of the Brave	25
Bane Banner	100	Relic Banner	25
Amuletic Standard	100		
Sacred Banner	100	**Tzeentch Ability**	**Cost**
Hellfire Banner	50	Withering Eye Banner	100
Dread Banner	50	Blasted Standard	50
Talismanic Standard	50	Flesh Banner	25

DAEMONIC FAMILIAR

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Combat	4	6	-	5	5	1	6	2	10	2	10	10
Magic	4	4	4	4	3	1	6	1	8	8	8	8

POINTS COST FREE

Any Wizard Champion may have a single daemonic familiar. This can take any form but often looks like a miniaturised version of a Horror. The familiar nestles into the Champion's pocket or perches threateningly on his shoulder, glaring at passers by and squealing half-intelligible prophesies at those foolish enough to listen. The familiar costs no points. Roll a D100 to determine the type of familiar.

D100	Familiar
01-12	Daemonic Familiar of Combat
13-34	Daemonic Familiar of Magical Focus
25-56	Daemonic Familiar of Magical Power
57-78	Daemonic Familiar of a Magical Spell
79-00	Daemonic Familiar of Magical Storage

MAGIC ITEMS OF TZEENTCH

MAXIMUM IN ARMY UNLIMITED

POINTS COST 9 ITEMS FREE
ADDITIONAL RANDOM
ROLLS 50 POINTS EACH

The army includes 9 randomly generated magic items of Tzeentch at no points cost. These are rolled from the chart shown below. Individual items are distributed to Champions as the player wishes. Cordials of Tzeentch are usually taken immediately before the game begins, but can be retained by individual Champions and administered during the battle if you prefer. Additional magic items can be purchased at a cost of 50 points per random roll.

01-25	Globe of Change
26-75	Cordial of Tzeentch
76-90	Warpstone Charm
91-00	Rod of Tzeentch

GIFTS FOR CHAMPIONS

Each Champion may have up to D6 Gifts. These are free and afford a means of equipping the character at no extra points cost. Roll a D6 for the Champion and the model may have up to this number of randomly generated Gifts from the table below. The player is not obliged to give a Champion any Gifts at all if he does not want to: the number rolled is merely the *maximum* number the character can have. The player can always stop short of this total when he has generated as many as he wants. For example, you might roll 4 Gifts, but you decide to stop after generating only 2. Generate each Gift from the table below and apply any further profile modifiers. Consult the main *Chaos Rewards* and *Gifts of Tzeentch* sections for full rules.

D100	Gift	Effect
01-05	Frenzy	Champion is subject to frenzy
06-10	Daemon Weapon	
	1-4 Bound Pink Horror	
	5 Bound Lord of Change	
	6 Bound Daemon Prince (randomly generate another Champion from the chart above).	
11-15	Chaos Armour	Save 4+
16-20	Chaos Steed	
21-25	Disc of Tzeentch	
26-28	Strength	S+3
29-32	Face of Tzeentch	+1 fear point
33-36	Face of Lord of Change	+1 fear point
37-40	Face of Horror	
41-44	Ecstatic Duplication	Divide into two is slain.
45-48	Hand of Tzeentch	+1 claw attack
49-52	Flaming Arm	Range 6", D6 hits at strength 3
53-56	The Gift of Magic	+1 magic level
57-62	Reckoning of Tzeentch	Characteristic goes up 1 on D6 roll of 4, 5 or 6, down 1 on a roll of 1, 2 or 3.
63-66	Crossbreed with Flamer. Roll a D6.	
	1-2 1 arm turns to Flamer Arm	
	3-4 A Flamer Arm grows from body	
	5 Lower body turns to fleshy skirt	
	6 Reroll twice as above	
67-70	Magic of Tzeentch. Roll a D100.	
	01-25 Globe of Change	
	26-75 Cordial of Tzeentch	
	76-90 Warpstone Charm	
	91-00 Rod of Tzeentch	
71-74	Familiar. Roll a D100.	
	01-12 Combat	
	13-34 Magic Focus	
	35-56 Magic Power	
	57-78 Magic Spell	
	79-00 Magic Storage	
75-79	Wings	Fly 0-32", acc/dec of 8"
80-85	Changing of the Ways	Regenerate Chaos Attributes
86-90	Withering Gaze	
91-95	Rune of Tzeentch	
96-97	Daemonic Name	
98-00	Chaos Attribute	

WEAPONS FOR CHAMPION

POINTS COST ONE FREE -
ADDITIONAL WEAPONS 25pts

Each Chaos Champion rolls once on the chart below to determine the weapon he carries. The player may also equip the Champion with extra or alternative weapons at a cost of 25 pts per random roll. Refer to *Slaves to Darkness* for rules for Chaos and Daemon Weapons. If two or more Chaos Weapons or Daemon Weapons are generated they may be combined into a single weapon if the player wishes.

D100	
01-25	Sword
26-30	Axe
31-32	Mace
33-34	Club
35	Morning Star or flail
36-38	Double-handed sword
39-40	Double-handed axe
41-60	Chaos Sword with 1 property
61-70	Chaos Sword with 2 properties
71-75	Chaos Sword with 3 properties
76-78	Chaos Sword with D4 properties
79-80	Chaos Sword with D6 properties
81-82	Chaos Sword with D10 properties
83	Chaos Axe with 1 property
84	Chaos Mace with 1 property
85-95	Daemon Sword with bound Plaguebearer
96-98	Daemon Sword with bound Great Unclean One
99-00	Daemon Sword with Daemon Prince (randomly generate another Champion from the chart above as the basis of the Daemon Prince).

TONY ACKLAND

CREATURES OF CHAOS

MAXIMUM IN ARMY UNLIMITED

POINTS COST: 200 pts PER ROLL

The Tzeentch Army can be accompanied by Creatures of Chaos, Undead, Ethereal Creatures, and others generated from the chart below. We have provided the creature's profile, including randomly generated characteristics where appropriate, but further game details are too complex to list here, consult *Warhammer Fantasy Battle* or this volume for complete rules for each creature. Each roll on the chart costs 200 points.

Many of the creatures given on this chart are impressively massive and make splendid centrepieces for any model collection. Players who already have a large, lavishly painted, and relatively expensive model will probably wish to include it in their Chaos Army. Therefore, if a random roll doesn't produce the creature you particularly want, then you can disregard the result, pay a further 200 points and choose any creature from the chart. You will still have to roll where appropriate for the creature's profile or the exact number of creatures. This means that the creature may cost 400 points (the initial disregarded roll plus the 200 points choice), although you may be lucky enough to randomly generate the creature for only 200 points.

Creatures generated from this chart fight as independent models, or as units in the case of smaller creatures generated in multiples. They do not need to be bound into hosts and are not subject to the restrictions imposed on hosts of Undead, Monsters, etc, as are most armies (as described in *Warhammer Fantasy Battle* and *Warhammer Armies*).

D100	Creature/s	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Attributes
01-10	D6 Chaos Hounds													
1		6	4	0	4	4	2	4	2	6	4	6	6	None
2		6	4	0	4	4	2	4	3	6	4	6	6	Mace Tail
3		6	4	0	4	4	2	4	3	6	4	6	6	Scorpion Tail - poisonous
4		6	4	0	4	4	2	4	3	6	4	6	6	Multiple Heads - 1 extra
5		6	4	0	4	4	2	4	3	6	4	6	6	Long Spines
6		6	4	0	4	4	2	4	3	6	4	6	6	Snake Tail
7		6	4	0	4	4	2	4	2	6	4	6	6	Mane of Hair
8		6	4	0	4	4	2	4	3	6	4	6	6	Horns
9		6	4	0	4	4	2	4	2	6	4	6	6	Breathes Fire as man-sized creature
10		6	4	0	4	4	2	4	2	6	4	6	6	Cloud of Flies
11-15	Chimera													
1		5	4	0	6	6	5	3	7	8	4	7	7	Reptilian Tail
2		6	4	0	7	6	5	4	7	7	4	8	8	Scorpion Tail - poisoned
3		6	3	0	7	6	5	3	7	9	4	8	7	Snake Tail - poisoned
4		6	4	0	6	6	7	4	7	9	4	9	8	Scorpion Tail - poisoned
5		6	4	0	7	7	7	4	7	8	4	8	9	Scorpion Tail - poisoned
6		6	4	0	7	6	6	3	7	7	4	8	7	Scorpion Tail - poisoned
7		6	4	0	6	7	6	4	7	9	4	8	9	Snake Tail - poisoned
8		6	4	0	7	6	6	3	7	9	4	9	8	Reptilian Tail
9		6	4	0	7	6	5	4	6	8	4	8	7	Lion Tail
10		6	4	0	6	6	7	4	6	8	4	9	8	Lion Tail
16-20	Cockatrice													
1		3	3	0	4	4	3	4	3	6	4	6	6	
2		4	3	0	5	4	2	4	3	5	4	6	6	
3		3	3	0	4	5	3	4	3	6	4	6	7	
4		4	3	0	4	4	2	4	3	6	4	6	5	
5		4	3	0	5	4	2	4	3	6	4	6	6	
6		3	3	0	4	4	2	4	3	6	4	6	6	
7		3	3	0	4	4	2	4	3	6	4	5	5	
8		3	3	0	4	4	2	5	3	5	4	7	7	
9		4	3	0	4	4	2	4	3	6	4	5	6	
10		3	3	0	4	4	3	5	3	5	4	6	6	
21-25	Gorgon - all Gorgons carry a sword or other hand weapon.													
1		4	2	3	3	3	3	5	1	9	9	9	9	
2		4	3	4	4	3	3	6	2	9	9	9	9	
3		4	2	3	3	3	3	5	1	9	9	9	9	
4		4	5	4	4	4	6	8	4	10+3	10+2	10+2	10+2	
5		4	2	3	3	3	3	5	1	9	9	9	9	
6		4	4	4	4	4	4	6	3	10+1	9	9	9	
7		4	2	3	3	3	3	5	1	9	9	9	9	
8	Wizard	4	3	3	4	3	3	5	1	9	10+1	10+1	10+1	Wizard with a Magic Level of 1
9	Wizard	4	3	3	4	3	4	6	1	10+1	10+2	10+1	10+2	Wizard with a Magic Level of 1
10	Wizard	4	4	3	4	4	5	6	1	10+2	10+2	10+2	10+2	Wizard with a Magic Level of 2
26-30	Griffon													
1		6	5	0	6	5	5	7	4	7	4	7	8	
2		7	4	0	5	6	5	6	4	8	4	8	8	
3		6	5	0	5	6	5	6	4	8	4	8	8	
4		7	4	0	5	6	5	7	4	8	4	8	8	
5		6	5	0	5	5	5	7	4	9	4	7	9	
6		6	5	0	6	6	5	7	4	8	4	7	8	
7		7	5	0	5	5	5	8	4	8	4	8	8	
8		6	5	0	6	5	5	7	4	8	4	8	8	
9		8	5	0	5	5	4	6	4	9	4	8	7	
10		7	5	0	5	5	6	8	4	7	4	7	9	
31-35	D6 Harpies													
		4	4	0	4	4	2	2	1	6	4	7	7	
36-40	Hippogriff													
1		7	5	0	6	6	6	7	4	9	4	7	8	
2		7	5	0	5	5	5	7	4	9	4	8	7	
3		6	5	0	5	5	5	8	4	7	4	7	9	
4		7	5	0	5	5	5	7	4	7	4	7	7	
5		6	5	0	6	5	5	6	4	8	4	8	8	
6		6	4	0	5	5	5	7	4	8	4	8	8	
7		6	4	0	5	5	5	7	4	8	4	8	7	
8		6	4	0	5	5	5	7	4	8	4	8	8	
9		6	5	0	6	5	5	7	4	8	4	8	9	
10		6	5	0	6	5	5	7	4	8	4	8	8	
41-45	Hydra													
1		7	3	0	4	6	8	3	9	6	4	7	7	Acid Breath,
2		7	2	0	5	6	6	2	9	7	4	6	6	Acid Breath,
3		7	3	0	4	6	7	3	9	5	4	6	6	Smoke Breath,
4		7	2	0	4	6	7	3	9	6	4	6	6	Fire Breath
5		6	2	0	5	7	6	4	9	7	4	6	7	Acid Breath,
6		7	3	0	5	6	7	3	9	6	4	6	6	Desiccation Breath
7		6	3	0	4	6	7	3	9	5	4	6	6	Smoke Breath
8		7	3	0	3	6	6	3	9	6	5	7	5	Chill Breath
9		8	2	0	3	6	8	4	9	6	5	7	7	Fire Breath
10		6	2	0	6	7	7	4	9	7	4	6	6	Fire Breath

D1000	Creature/s	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP	Attributes
46-50	Jabberwock													
1		6	5	0	5	5	6	7	4	7	4	7	9	
2		8	4	0	4	5	6	8	4	7	5	7	8	
3		6	4	0	6	5	6	6	4	9	4	7	9	
4		8	4	0	4	5	5	8	4	9	4	8	7	
5		6	4	0	5	5	4	7	4	7	5	8	9	
6		6	5	0	5	5	5	7	4	7	4	8	9	
7		6	5	0	5	5	5	8	4	9	5	7	7	
8		6	4	0	5	5	6	7	4	8	4	7	8	
9		7	5	0	5	6	4	8	4	7	4	8	9	
10		6	5	0	7	5	6	7	4	9	4	8	8	
51-55	Manticore													
1		5	5	0	6	7	7	5	4	7	4	8	7	
2		7	6	0	6	7	7	3	4	7	4	9	8	
3		6	6	0	7	6	6	4	4	8	4	7	9	
4		5	6	0	6	6	8	4	4	8	4	8	9	
5		5	5	0	7	7	8	5	4	9	4	8	8	
6		7	6	0	6	8	8	5	4	7	4	7	7	
7		6	6	0	7	7	7	3	4	9	4	8	8	
8		5	6	0	6	6	8	3	4	9	5	9	7	
56-60	Wyvern													
1		6	4	0	5	6	4	4	3	4	4	5	6	
2		6	5	0	5	6	3	3	3	4	4	5	5	
3		7	4	0	5	6	3	2	3	5	4	5	4	
4		7	6	0	6	5	4	4	3	6	4	5	5	
5		7	5	0	4	6	3	4	3	6	4	4	4	
6		6	6	0	6	5	4	4	3	5	5	4	5	
7		7	5	0	4	6	4	5	3	6	4	6	4	
8		6	4	0	5	5	3	4	3	5	4	6	5	
9		6	5	0	5	6	3	4	3	4	4	4	6	
10		7	5	0	5	6	4	5	3	6	4	5	4	
61-65	Dragon													
1		6	5	0	6	5	8	3	6	7	7	7	7	Fire Breath
2		6	8	0	7	7	9	6	6	9	8	9	9	Chill Breath
3		6	7	0	7	6	9	5	6	8	8	8	8	Desiccation Breath
4		6	5	0	6	5	8	3	6	7	7	7	7	Smoke Breath
5		6	7	0	7	6	9	5	6	8	8	8	8	Fire Breath
6		6	4	0	5	5	7	2	6	7	6	7	7	Acid Breath
7		6	5	0	6	5	8	3	6	7	7	7	7	Acid Breath
8		6	4	0	5	5	7	2	6	7	6	7	7	Fire Breath
9		6	7	0	7	6	9	5	6	8	8	8	8	
10		6	6	0	6	6	8	4	6	8	7	8	8	Fire Breath
66-70	D6 Giant Rats													
		6	2	0	3	3	1	3	1	4	4	5	5	
71-75	Giant Spider													
		5	3	0	5	4	4	1	2	8	3	6	2	
76-78	Undead Carrion													
		4	3	0	3	3	2	4	3	7	3	7	7	
79-81	2D6 Ghouls													
		4	2	0	3	4	1	3	2	2	5	8	8	
82-84	Mummy													
		3	3	0	4	5	4	3	2	9	8	8	9	
85-87	D4 Ghosts													
		4	2	0	0	3	3	3	1	5	5	5	5	
88-89	Spectre													
		4	4	0	0	4	4	4	4	5	5	5	5	
90-91	Wight													
		4	3	0	3	4	3	3	1	5	5	5	5	
92-93	Wraith													
		4	3	0	3	4	3	3	2	5	5	5	5	
94-95	D3 Pink Horrors													
		4	5	5	4	3	1	6	2	10+3	10+3	10+3	10+3	
96-97	D3 Flamers													
		3	3	0	3	5	3	3	D6	6	1	10	10	
98-00	D6 Discs													
		4	3	3	3	3	3	4	3	7	6	7	7	

On the better side of Praag lay a private garden, protected from casual observers by a high stone wall topped by spikes and birdlime. Despite the lengthy shadows which habitually shrouded it, the garden was a marvel of horticulture, a microcosmic jungle of flowers, shrubs and trees.

In the exact centre of the garden lay an ornamental well, surrounded by a topiary maze, an immaculate labyrinth of hedges and shrubs clipped into fantastic forms. Some of the shapes could be readily identified as known creatures, but others defied description: things with too many heads or limbs, men with heads of beasts, beasts with heads of men.

The old gardener moved slowly down the winding paths, automatically dead heading roses, and thinking about the conversation he'd had with the master yesterday.

'Ned,' the master had said 'Don't you think the garden's getting too much for you? None of us are growing any younger, you know. I don't want to see you work yourself to death, ha ha.'

And so the conversation had gone on. The gardener had grunted appropriately, and the master eventually wandered back to the house, social conscience eased. Mad old goat, thought the gardener, what did he know about age and death, him with all his precious magic? Eighteen years ago he'd sown the seeds of his own destruction. In ten years' time the tree would bear fruit.

* * * * *

The old wizard leaned back in the chair and stared down the length of the table at his son. The candlelight threw the youth's angular features into harsh, unflattering shadows.

'Well, Felix,' he said. 'Tonight's your eighteenth birthday, the first day of the rest of your life. Today you have assumed the mantle of manhood. You have drunk wine for the first time. Do you like it? Some find this particular vintage to be an acquired taste. As you're now officially an adult, I've no more authority over you - you can do as you wish. Yes, you're free to go out into the world, plunge into life, make up for all that lost time.'

He noted his son looked a little distracted, probably the first effects of the wine. Or maybe he was deciding which forbidden pleasure to indulge in first. Such a pity. His wife had betrayed him, of course, no genes in his history could account for his son's debility. He hadn't found out about her mother until it was, well, too late for all of them.

'My present to you,' he continued, 'on this auspicious occasion, is knowledge, Felix. You have often asked me about the forbidden arts, the hidden mysteries of my magics. Today, this very hour, I'll teach you the secret of the labyrinth, show you the power that lies at its core.'

He knew dark magic was the only thing Felix wanted now. His son had been shut away from normal life for so long that he had no conception of the pleasures and preoccupations of normal men. Felix would believe this was his escape, of course, a passage into glory and into power. The puling fool!

* * * * *

They took torches from the wall, and the old wizard led the way down the winding stone steps to the ebony door. He taught his son the words of opening, and they passed through the portal into the stone passages beyond.

'Apart from me, you're the only person to know the secret of the labyrinth,' he told his son. 'Don't be deceived by these walls of stone, tainted magic suffuses this place. Logic and reason won't help you here. Remember the mnemonic code, it's the only way through.'

Felix absorbed this new information eagerly. The old wizard noted the febrile gleam in his son's eyes, the way his hands trembled, making the torchlight dance crazily over the walls.

After half an hour's travel, they reached the centre of the labyrinth, a circular room from which radiated eight straight passages. It was lit by a weak beam of light which filtered down from a hole far above their heads.

Felix started to sway. 'I feel faint,' he said weakly.

'Well, that's probably the drugged wine,' replied his father, helping his son into a sitting position against the wall, and fastening his limp wrists into the manacles.

'I can't really say I'm sorry that I'm doing this. It's my duty as a caring father to make sure you can't harm anybody. You're completely mad, you see. Blame it on your mother, if you like. It's all her fault. She never told me about your mad grandmother until we were married. Well, I think you're all secure now, can't have you wandering about upsetting people can we? Call if you want anything, oh, and happy birthday!'

* * * * *

The gardener watched the black butterflies flittering from flower to flower. He'd been tidying the rose beds all day, and his basket overflowed with a bewildering variety of slugs, maggots and snails. It's nice to think they're going to a worthy cause, he thought, tipping them down the well.

Down in the labyrinth, Felix was woken by a hail of bugs and insects. Stretching out his long fingers, he scooped handfuls of insects off the floor and stuffed them greedily into his mouth. He hoped there were some green ones, he liked them best. He could see quite well in the dark now, and his sticky tongue certainly helped with the ants. Despite his arms and legs changing, he still hadn't managed to break free from the manacles. One day someone would find him and set him loose. And on that day his father would die, and it would be a very, very nasty death.

* * * * *

Years passed. Great storm clouds converged round the beleaguered city of Praag. The forces of Chaos roiled round the city walls like a dark flood. Armies stretched back into the distance as far as the eye could see. Strange creatures flapped through the sky, and crawled across the ground. Waves of mutated things flung themselves at the walls, again and again, like a black sea battering at sea-cliffs.

One warband, led by a bull-headed dwarf, broke into an abandoned farmhouse and discovered a trapdoor. Lifting the cover revealed a cobwebby passageway heading in the direction of the city wall. They climbed down the rotten wooden steps and tramped off into the darkness.

The passage emerged into circular chamber, from which led eight identical passages. Chained to the wall was a curious creature, a pathetic mixture of man and insect.

'Free, free, set me free,' it pleaded, and the chaos dwarf smashed its bonds. The creature lurched to its feet, unsteadily straightened its spidery legs, then darted down one of the tunnels, crying 'Father, father! I'm coming to get you!' Too wily to miss such an opportunity, the warband stampeded after it.

* * * * *

In the garden the old gardener studied at the dark clouds and stuck a gnarled finger into the air. There's a storm brewing, he thought. I hope the young master won't catch a chill, he's not used to getting wet. I was right about his father, though. Ten years to the day. Still, he'll do the rhubarb a power of good.

Heaping the remains into the wheelbarrow, he pushed it down the path towards the vegetable patch.

LINDSEY D LE DOUX PATON

ADRIAN SMITH

DAEMON LEGIONS OF CHAOS

This section describes Daemonic Legions of Chaos and provides army lists for the Daemon Legions of Nurgle and Tzeentch. Daemon Legions assembled from these lists can be fought against other Daemon Legions, other Chaos Armies, or any Warhammer Fantasy Battle or Warhammer 40,000 force. To give a more evenly matched game, special provisions are made for fighting non-daemonic armies on daemonic battlefields. This section also describes the special rewards which a Champion can earn by fighting on a daemonic battlefield.

THE DAEMONIC BATTLE

A Daemon Legion of a Chaos Power consists of Daemons of that Power and may also include Daemons of other Powers fighting as allies. A Daemon Legion may also include mortal troops plucked from the material universe to fight on behalf of their patron. Such mortal troops may include primitive forces (represented by models selected from the Chaos Armies lists) or troops from the developed galaxy (represented by models selected from the Chaos Renegade lists). Any Champion and Warband created by the player can also fight in a Daemon Legion as described below.

PAUL CAMPBELL

Daemonic Battlefields exist neither in the material world nor the immaterial Realm of Chaos - but in places where the two worlds overlap. The Chaos Wastes of the Warhammer World form one such place and there are many more scattered throughout the galaxy. The Daemon Worlds of the Eye of Terror cover many light years of space and comprise an almost endless arena for the Great Powers to make war upon each other.

The total power of a Chaos Patron is so great that the loss of a battle represents no more than the loss of a few copper coins to a compulsive gambler. In fact the Chaos Powers enjoy the sport of war tremendously, taking great pride in the achievements of their favourite Champions and Daemon Princes. In order to spice up their competitions, battles are arranged with agreed limits on the numbers of troops on each side and the Powers wager on the outcome of the battle. A stake might be nothing more than the honour of victory, or it might be some trivial thing such as a single mortal Champion, a favourite jewel, or a splendid work of art. On the other hand, the Chaos Powers are not afraid to gamble an entire world on the result of a single battle. The real attraction is undoubtedly the sport of combat itself - by fixing formal constraints and prizes the Chaos Powers merely add purpose and zest to their contests.

CREATING A DAEMON LEGION

The Daemon Legion is assembled by means of the appropriate Daemon Legion list for the Patron Power. Players will also need to refer to the Chaos Army and Chaos Renegade lists for their Patron Power. Lists for Nurgle and Tzeentch are provided in this volume of Realm of Chaos, while the lists for Khorne and Slaanesh appear in *Slaves to Darkness*, the companion volume to *The Lost and The Damned*.

Players firstly agree on the points value of troops they wish to employ, and on the maximum number of Greater Daemons the legion is to include. 3000 points is the usual yardstick for a Warhammer battle and should provide sufficient troops for a full evening's play. Greater Daemons are not given a points value - instead the players should agree on how many Greater Daemons they will both field. We would recommend 3 as appropriate for an evening's play.

Once players have agreed on a points value and the number of Greater Daemons, they are ready to select their Daemon Legions from the list. If players adopt 3000 points/3 Greater

Daemons as a standard size, the same Legions can be used time after time without going to the trouble of designing a new force for every battle. Troops may be selected from the following categories.

GREATER DAEMONS
DAEMONS
CHAOS ARMY
CHAOS RENEGADES

1. GREATER DAEMONS
The Legion includes the agreed number of Greater Daemons at no points cost. These daemons are the real masters of the battle, they are in charge, and the entire Legion is merely their plaything!

2. DAEMONS
The Daemonic Legion list explains which other daemons may be included in the Legion. The player may chose daemons from this list up to the total points value of the entire Legion if he wants. The player can therefore include as many or as few daemons as he wants. There is no obligation to include a minimum number of daemons other than the agreed number of Greater Daemons

3. CHAOS ARMY
The Daemonic Legion may include any troops selected from the list for a Chaos Army of that Power. This may include troops selected from any category or categories in the Chaos Army list, within the normal limits set in the list. So, for example, a Tzeentch Chaos Army can include up to 3 units of Chaos Spawn. The player can therefore include warbands, rank-and-file troops, Champions, and Creatures. These are selected or randomly generated in exactly the same way as when choosing troops for non-daemonic battles. A player who already has a Chaos Army worked out can therefore fight a daemonic battle just by adding the agreed number of Greater Daemons.

4. CHAOS RENEGADES
The Daemonic Legion may include any troops selected from the list for Chaos Renegades of that Power. This may include troops selected from any category or categories in the Chaos Renegade list within the normal limits set in the list. The player may therefore include Warbands, etc etc. These are selected or randomly generated in exactly the same way as when choosing trops for non-daemonic battles. A player who already has a Chaos Army worked out can therefore fight a daemonic battle just by adding the agreed number of Greater Daemons.

THE DAEMONIC BATTLEFIELD

A Daemonic Battlefield is permeated with the stuff of Chaos. In other words it is literally saturated with magical energy. This rarefied atmosphere heightens the consciousness of mortals, invigorating and strengthening their bodies, and fine-tuning every sense to a super-human degree. This is but a taste of the energies which comprise the Realm of Chaos. Because of this magical saturation certain special rules apply to all troops on the Daemonic Battlefield.

1. All attacks are magical and have full effect on daemons and other troops not normally affected by non-magical attacks. This applies to all hand-to-hand combat attacks and to hits from shooting weapons such as bows, crossbows, bolt guns, engines of war, etc. Hits resulting from accidental damage caused by falling, colliding, or any other reason are also considered to be magical.
2. The rules for instability are not applied on a Daemonic Battlefield. Daemons, undead, elemental and ethereal creatures ignore instability on the Daemonic Battlefield.
3. The magical saturation of the Daemonic Battlefield enables wizards to replenish spent magic points far more quickly than normal. Instead of regaining 1 magic point by resting for a turn, a wizard regains D6 points. The resting wizard must do nothing else during the turn in which he rests, and the D6 roll is made at the end of the turn.

WARBANDS ON THE DAEMONIC BATTLEFIELD

Chaos Champions and their Warbands can fight as part of a Daemon Legion - they may be chosen either from the Chaos Army or the Chaos Renegade list. The battle becomes another episode of the Chaos Champion's saga just like an ordinary mortal battle. Warbands can be specially created for a game using the same system as described in the introduction to Chaos Armies and at the same points cost. Rather that waste space repeating all of the generation rules for Chaos Warbands, players are referred to the section on Warbands in the Chaos Armies introduction.

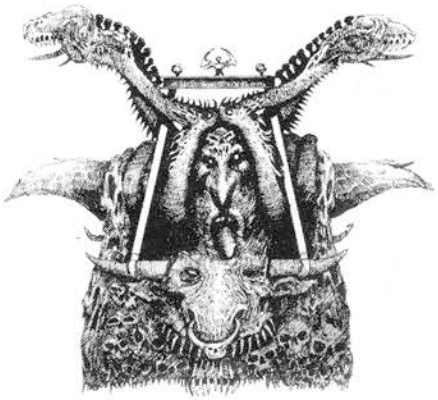
Daemonic Battlefields are not places for the weak or faint-hearted. Even if the Champion is victorious there is no guarantee that he will be returned safely to the mortal world. The following special rules apply.

1. The Chaos Powers are very demanding and only want successful and entertaining combatants on the daemonic battlefield. It is entirely up to the player which of a Champion's followers accompany him onto the Daemonic Battlefield. The player can decide to use only the Champion if he doesn't wish to risk other members of the Warband. The chance of recovering casualties is much less than on the mortal battlefield, so players must decide for themselves which models are powerful enough to fight.
2. The Daemonic battle occurs out of normal time and space, their consequences are self contained, and events which happen there are repeated as only half-believed stories in the mortal world. To reflect this a special system of rewards applies to Champions who brave the Daemonic Battlefield. When the battle is over Champions and their Warbands roll on the Daemonic Battle Reward chart to determine their fate. This chart replaces the normal Victory Points system. No Victory Points are awarded to Champions who fight in a Daemonic Battle so there is no need to roll on the standard Reward Table. The Daemonic Battle Reward Chart also determines the fate of models which fall casualty and so replaces the normal Casualty Recovery Table - the normal casualty recovery roll is not made except where noted. No separate Followers Reward is rolled either, appropriate results are indicated in the Daemonic Battle Reward chart.
3. Gifts and Chaos Attributes awarded to the Champion on the Daemonic Battlefield Reward chart are recorded in the normal way and count towards the Champion's total when adjudicating the *Eye of The God* results.

DAEMONIC BATTLEFIELD REWARD CHART

01-10
DAEMON SWORD WITH BOUND GREATER DAEMON

The Patron is pleased with the Champion's showing and rewards him appropriately. If he has fallen casualty the Champion survives unharmed. Any of his followers who have fallen casualty also survive unharmed. The Champion is gifted with a Daemon Sword bearing a bound Greater Daemon of the Champion's Patron Power. Any followers who did not fall casualty in the battle are rewarded with an increase of Strength or Toughness by +1 - the player may choose which characteristic to increase.



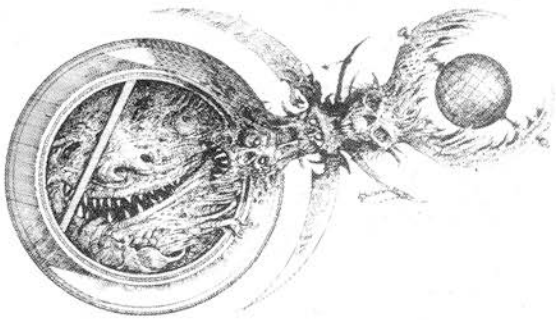
11-20
DAEMON SWORD WITH BOUND LESSER DAEMON

The Patron is impressed by the Champion's efforts and rewards him accordingly. If he has fallen casualty the Champion survives unharmed but is given 1 randomly generated Chaos Attribute as a reward. Any of his followers who have fallen casualty will also survive but are given 1 randomly generated Chaos Attribute each. The Champion is gifted with a a Daemon Sword bearing a bound Lesser Daemon of the Champion's Patron Power.

21-30
DAEMON SLAYER

The Patron is intrigued by the prowess of his Chaos Champion. If he has fallen casualty the Champion survives but is given 1 randomly determined Chaos Attribute as a reward. Any of his followers who have fallen casualty survive on the D6 roll of a 4 or more - those failing this test are destroyed. All followers receive 1 randomly generated Chaos Attribute each. The Champion is given the special Daemon Slayer gift giving him special powers to banish daemons.

Every time the Champion hits a Daemon in hand-to-hand combat roll a D6. If the score is 5 or 6 the Daemon is immediately destroyed unless it is a Greater Daemon, in which case it is banished from the battle for 2D6 turns, but may return at any point along the table edge after this number of turns have elapsed. If the Champion fails to destroy or banish the Daemon in this way he may still resolve the effects of his hit - any hits against Daemons count as magical and have full effect even if the Champion is not using a magical weapon on a mortal battlefield.



31-40
SUPERNATURAL RESOLVE

The Patron enjoys the Champion's efforts considerably. If the Champion has fallen casualty he survives, but is given 1 randomly generated Chaos Attribute as a reward. Any of his followers who have fallen casualty survive on the D6 roll of a 5 or more - those failing this test are destroyed. All followers receive 1 randomly generated Chaos Attribute each. The Champion is rewarded with the special *Supernatural Resolve* gift. The Champion gains supernatural resolve and becomes immune to all psychology (fear, panic, stupidity, hatred, and frenzy). If the Champion already has Chaos Attributes which cause these effects they are overridden; any generated as future rewards are re-rolled. In addition the Champion cannot be routed, and is not affected by animosity tests in the same way as psychology.

41-50
DAEMONIC FOLLOWERS

The Patron is amused by the Champion's capering and decides to reward him in a suitable manner. If the Champion has fallen casulty he survives, but is given 1 randomly generated Chaos Attribute as a reward. Any of his followers who have fallen casualty survive on the D6 roll of a 6. All followers receive 1 randomly generated Chaos Attribute each. The Champion is rewarded with the special gift of Daemonic Followers.

Daemonic Followers: A small contingent of Daemons joins the Champion's Warband. These Daemons are bound to the Champion and so long as he is unwounded they are not subject to instability on ordinary battlefields. Once the Champion is wounded the daemons are subject to instability for the remainder of that battle. Daemons which are slain in battle or which disappear due to the effects of instability are returned back to the Realm of Chaos and vanish from the Champion's Warband. Roll a D6 to determine the type and number of Daemons.

D6	Types of Daemon			
	Khorne	**Slaanesh**	**Nurgle**	**Tzeentch**
1	1 Fleshound	1 Fiend	1 Beast	1 Flamer
2	1 Bloodletter	1 Daemonettes	1 Plaguebearer	1 Horror
3	1 Juggernaut	1 Mount	1 Nurgling base	1 Disc
4	D4 Fleshounds	D4 Fiends	D4 Beasts	D4 Flamers
5	D4 Bloodletter	D4 Daemonettes	D4 Plaguebearers	D4 Horrors
6	D4 Juggernauts	D4 Mounts	D4 Nurgling bases	D4 Disc

51-60
RING OF BATTLE

The Patron is impressed by the Champion's valour and decides to reward him appropriately. If the Champion has fallen casualty he survives, but is given 1 randomly generated Chaos Attribute as a reward. Any of his followers who have fallen casualty survive on the D6 roll of a 6. All followers receive 1 randomly generated Chaos Attribute each. The Champion is rewarded with the special Gift of a *Ring of Battle*.

The Ring of Battle is a black finger-ring bearing the sign of the Power or the eight arrowed sign of Chaos. The ring cannot be taken off and automatically mutates into a new wearable form if the Champion's hand mutates in some way. The wearer of the Ring of Battle may double his number of attacks, and any hits are resolved with a minimum strength of 5.

61-70
OUT OF TIME

The Patron is spurred to play a joke on the Chaos Champion. If he has fallen casualty then a normal casualty recovery roll is made on the standard casualty recovery chart. No follower casualties survive. If, as a result of rolling on the casualty recovery chart, the Champion survives then he, and any surviving members of his Warband, are transported not to their own world but to some other place in the galaxy. If the Warband is basically a Warhammer Fantasy Battle band then it is transported onto a Daemon World or a world somewhere in the Imperium. If the Warband is a Warhammer 40,000 band it is transported onto the Warhammer World. The Warband cannot return to its own time and place, it is lost out of time. Neither Champion nor followers receive any reward.

71-80
SPAWN

The Champion fails to sate his Patron's appetite for amusement. If he has fallen casualty then he does not survive. Any members of his retinue who have fallen casualty do not survive either. If the Champion survives the battle he is turned to Chaos Spawn by the addition of 6+D6 Chaos Attributes and he becomes subject to stupidity. Any surviving followers receive a randomly determined Chaos Attribute each.

81-90
LIMBO OF BATTLE

The Champion is forgotten as the Patron's attention is distracted elsewhere. If the Champion has fallen casualty then he does not survive. Any members of the retinue who have fallen casualty do not survive either. Those who survive the battle are trapped on the Daemonic Battlefield and remain there until the following Daemonic Battle. The player may use what is left of the Warband in his next Daemonic Battle at no cost, and may then re-roll on this chart to determine the Warband's fate. Neither Champion nor his followers receive rewards.

91-00
WRATH OF THE GOD

The Patron is disgusted at what he feels to be a feeble and insulting display. He is outraged by their lack of enthusiasm and dismisses any degree of success as fortuitous or insignificant. Any models which have fallen casualty are dead. Survivors are returned home with D3 randomly generated Chaos Attributes each.

TONY HOUGH

DAEMONIC BANNERS AND MUSICAL INSTRUMENTS

Fluttering standards and booming drums are spectacular subjects for conversion and look especially impressive as part of a colourful Daemonic Legion. They also offer an excellent opportunity for you to enhance the appearance of your force by a bit of creative modelling or extra-special painting.

Troops drawn from Chaos Armies or Chaos Renegades lists may include any standards or instruments with magic abilities as noted under the individual lists. They may not carry any of the special daemonic banner or musical instruments described in the Daemon Legion lists.

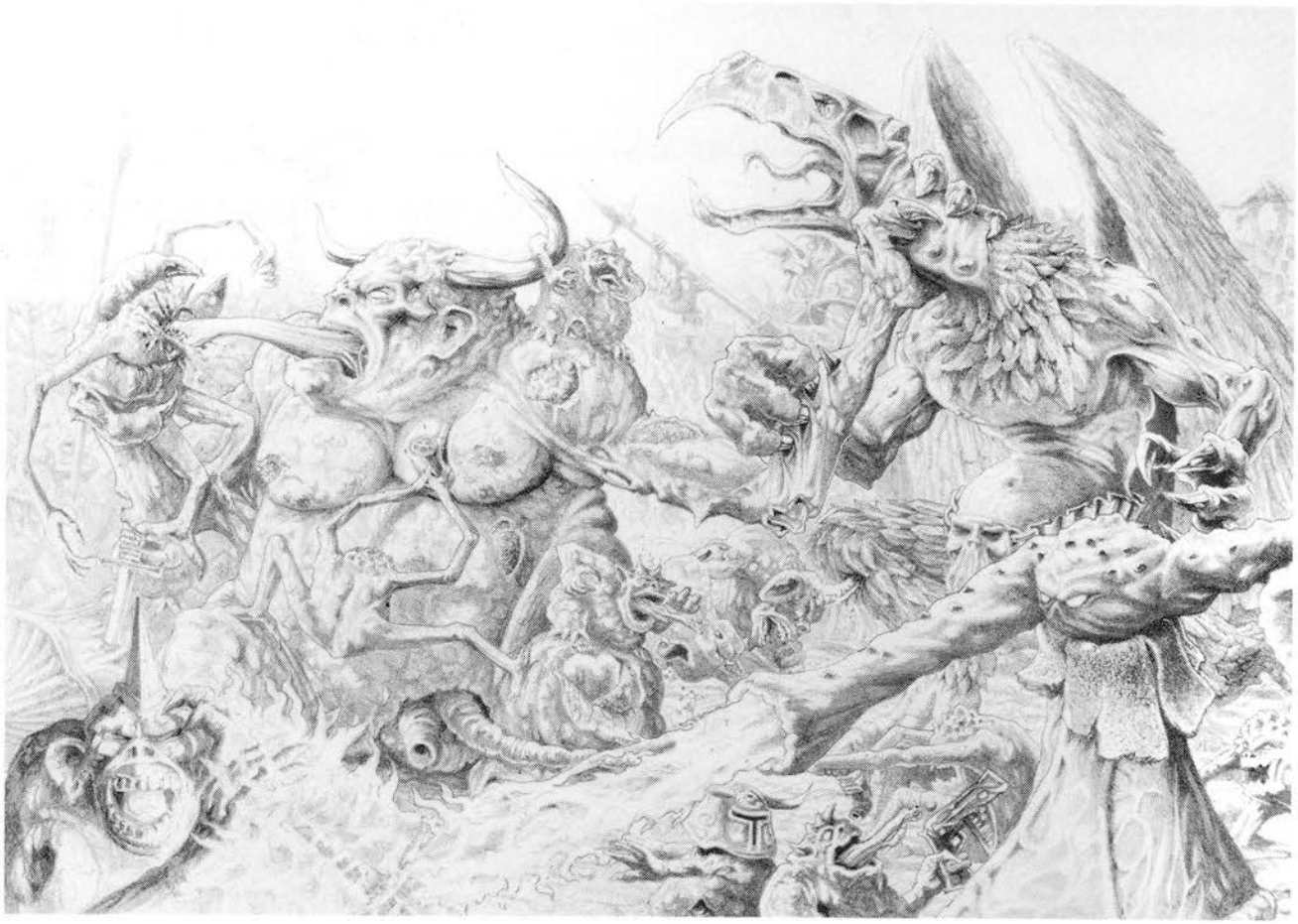
Daemonic forces may carry any of the special standards and musical instruments, described in the Daemon Legion lists. Each Chaos Power has a unique selection of these, reflecting his own highly individual character. This vastly improves the appearance of units and enhances large and already spectacular models such as Greater Daemons. Daemon units are not restricted to a single banner or instrument, but can carry as many as the player feels he can afford. Daemons may also carry any number of purely decorative banners having no effect upon the game, but making the force as resplendent as possible.

DAEMON PRINCES

The Daemon Legion lists give the player the choice to include any Daemon Princes already raised by the player to Daemonhood. This means that successful Champions who become Daemon Princes do not disappear from your games forever, but become available to fight as part of your Daemon Legions. It is a good idea to keep a permanent record of any Daemon Princes created in this way so that they can be used on the Daemon Battlefield. A card index system is ideal for recording details of Daemon Princes together with his name, any special weapons, armour and other relevant information. The more Daemon Princes a player creates the more become available to fight in the Daemon Legions.

DAEMON CASUALTIES

Daemons, including Daemon Princes, slain on the Daemonic Battlefield do not need to roll for casualty recovery as Daemons which are slain are automatically resurrected after the battle without any harmful effects. They can therefore be used in the next daemonic battle if the player wishes, complete with any Chaos Attributes or other randomly generated features.



PAUL CAMPBELL

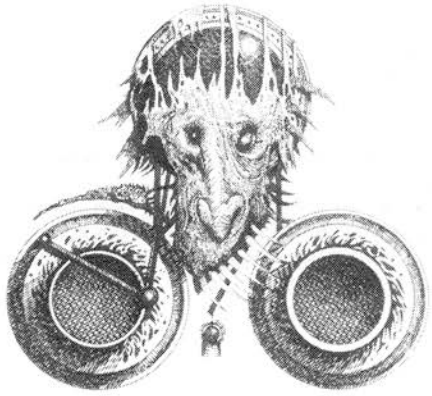
DAEMON LEGION OF NURGLE

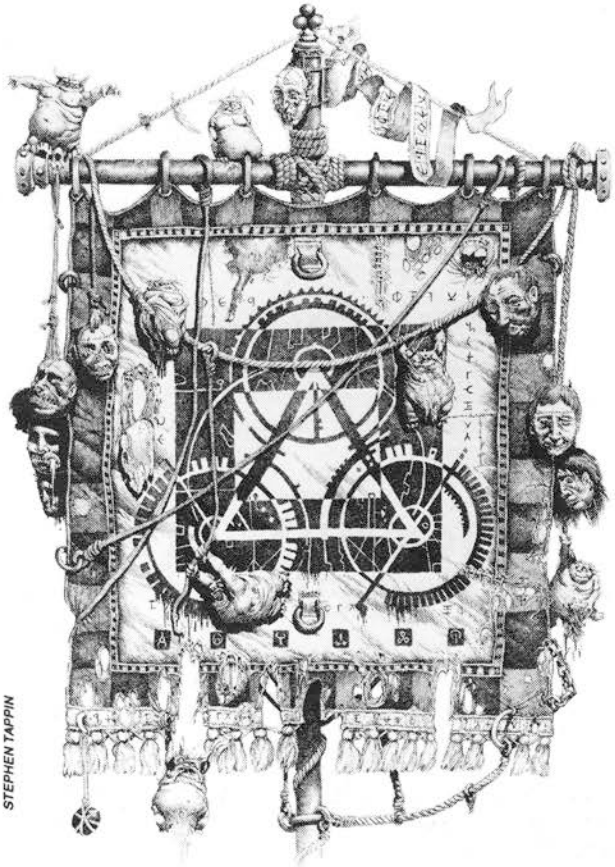
Nurgle is probably the greatest showman of all the Chaos Powers and revels in the spectacle and drama of battle more than any of the others. The Nurgle player is faced with a wide choice of daemonic and mortal troops including the anarchic little Nurglings, wildly enthusiastic Beasts, sombre Plague Skeletons and uncaring Zombies. The Legion can perhaps be visualised as a grotesque and macabre carnival. Wild jollity, laughter and mad-cap capering is combined with the most horrible manifestations of disease and deformity, like an insane circus parade of all the worst ills imaginable. In charge of this parade of disease and informity are the Great Unclean Ones - Greater Daemons of Nurgle.

DAEMONIC STANDARDS

Where indicated in the list, a daemonic unit may be given a daemonic standard. A daemonic standard can have one or more of the abilities listed below at the cost indicated.

Harbinger of Horror	200 points
Gatherer of Souls	200 points
The Dark Mask	200 points
The Scream	100 points
The Maw of Magic	100 points





STEPHEN TAPPIN

HARBINGER OF HORROR - 200 points.

This standard acts like a dimensional portal into the deepest parts of the Realm of Chaos. Any single unit of daemons in the Legion may be placed inside the portal at the start of the game. They can be seen on the banner as if painted upon it, except that the picture actually moves, forming a writhing, squirming, screaming mass. The unit can move out of the banner at any time during the player's move phase, and can then charge an enemy unit if it wishes. If the unit carrying the banner is charged then the daemons in the portal may counterattack immediately, in which case they are lined up in front of the charged unit and receive combat modifiers as if they had charged.

GATHERER OF SOULS - 200 points.

A huge daemon is trapped inside this standard - its leering face appears on the banner and its bellows of hunger can be heard coming from within. The daemon hungers for the lives of other daemons and mortals. If any troops are within 10" of the front of the banner at the start of the player's turn may be attacked. The Gatherer of Souls automatically causes a total of D4 wounds on the target/s. If 4 wounds are caused then the Gatherer of Souls goes onto an uncontrolled feeding frenzy - and automatically causes a further D4 wounds on the target and D4 wounds on the unit carrying the banner.

THE DARK MASK - 200 points.

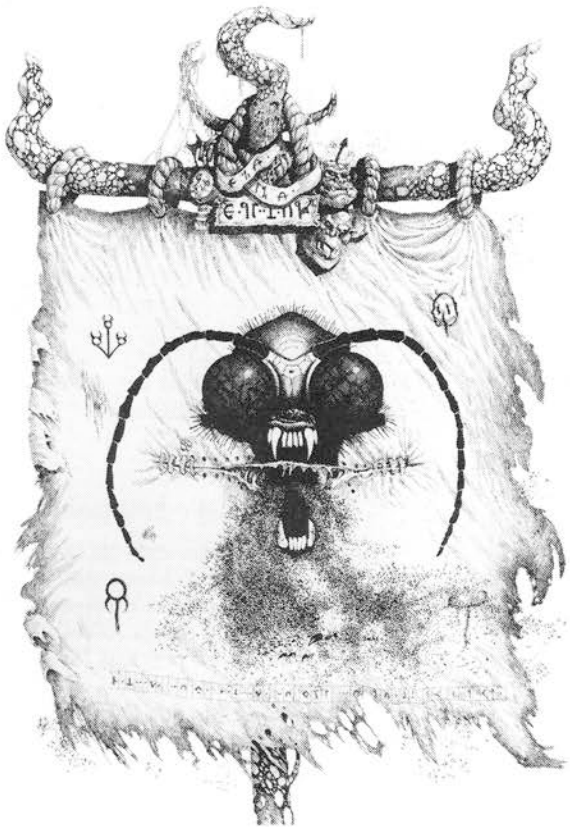
This black banner portrays swirling mists and billowing dark clouds. When the banner is carried into battle these fumes issue out of it and shroud the unit in an imprenetrable mist. This mist automatically prevents any enemy from shooting at the enshrouded unit, and also shields the unit from any kind of spell. All magical spell effects are instantly dispelled upon contact with the unit (this does not affect magical weapons). No other kind of magical standard can be carried by the same unit, and any magical standard carried by an enemy in hand-to-hand combat is nullified for the duration of that engagement on the D6 roll of a 4 or more made before the first round.

THE SCREAM - 100 points.

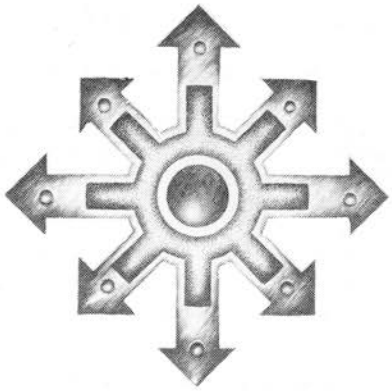
The banner contains a thousand souls trapped at the moment of death. It protrays many of these faces, all frozen in a moment of unreasoning terror. This terror can be unleashed in any direction at a target up to 24" away - the first target in the path of the terror is affected. The enemy unit is overwhelmed by the emotion of unreasoning terror and drops to the ground unable to do anything during its following turn. The effect lasts for one turn.

THE MAW OF MAGIC - 50 points.

The Maw of Magic depicts a gaping maw whose flickering tongue dangles and quivers hungrily upon its slavering lips. The Maw can gobble up any magical spell cast against the unit, immediately nullifying its effect. The Maw can also eat up and nullify spell effects which the unit moves into contact with. If the Maw of Magic is brought into base to base contact with another magical standard (friend or foe) then it will attempt to devour and destroy it - which it will do on the D6 roll of a 4+ made each combat round.



STEPHEN TAPPIN



DAEMONIC INSTRUMENTS

Where indicated in the list, a daemonic unit may be given a daemonic standard. A daemonic standard can have one or more of the abilities listed below at the cost indicated.

Doomdrum	100 points
The Last Dance	50 points
Delirium	50 points

DOOMDRUM - 100 points.

The dull pounding of the Doom Drum reverberates in the minds of those who hear it until they become overwhelmed by a sense of doom. In hand-to-hand combat all enemy models fighting must roll a 4 or more to avoid its effects. Affected models cannot attack in hand-to-hand combat that turn - although they may defend themselves as normal.

THE LAST DANCE - 50 points.

The merry pipes of the Last Dance set the entire unit dancing excitedly to its doom. The unit carying these pipes automatically moves its full movement distance towards the nearest enemy and must charge as soon as it is able to do so. Whilst invigorated by the sound of the pipes the daemons receive a +1 to hit bonus.

DELIRIUM - 50 points.

The sound of the huge and vulgarly shaped horn instrument drives the followers of Nurgle in a whirling dance - the unit can move at charge speed (double rate) at any time it wishes.

CHOOSING THE LEGION

The Legion automatically includes the agreed number of Greater Daemons, which costs nothing. The player may choose other troops from the list given below up to the maximum agreed points value for the battle. The recommended points value of an army is 3000 points, as this is felt to give a reasonably sized game such as can be conveniently played over a full evening. Legions can, of course, be bigger if players prefer.

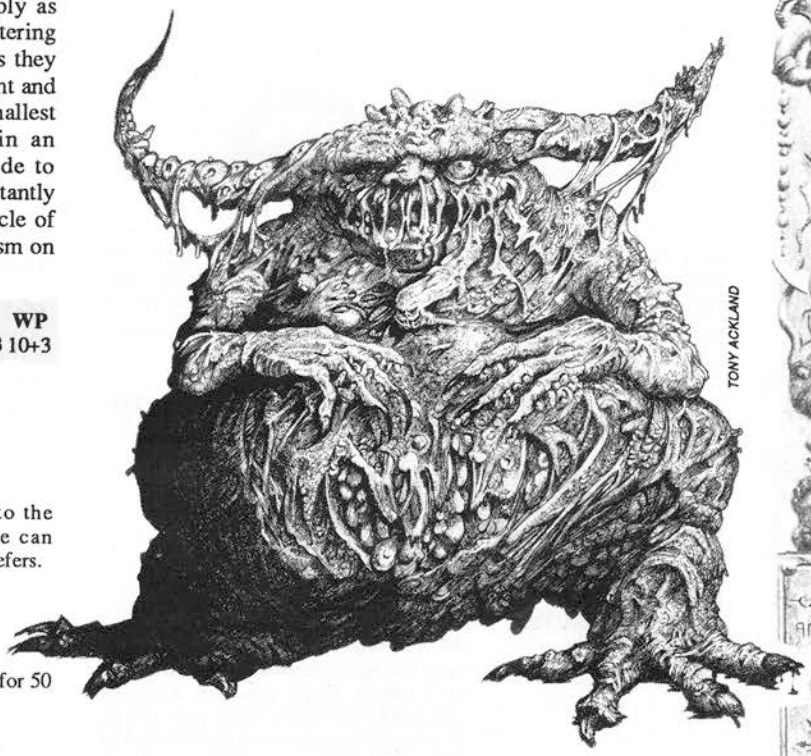
GREAT UNCLEAN ONE

The Greater Daemons of Nurgle are often known simply as Nurgle, or as Father Nurgle. They are extravagant, blustering figures, who regard their armies as their own families. As they advance in the midst of the army they shout encouragement and cheer the exploits of their favourites. Should even the smallest Nurgling be slain then they will weep and wail in an exaggerated fashion, sometimes taking a brief interlude to compose a mournful elegy in their memory. Most importantly of all, they are great showmen who appreciate the spectacle of battle and are always prepared to cheer and applaud heroism on either side.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
GREAT UNCLEAN ONE	6	10	10	7	7	10	10	10	10+3	10+3	10+3	10+3

MAXIMUM IN LEGION	AGREED NUMBER
POINTS COST	NONE
BASE SIZE	40x40mm
CHAOS ATTRIBUTES	UP TO D6. Each daemon can be given up to the number of attributes rolled - he can always be given less if the player prefers.

ANY GREAT UNCLEAN ONE MAY HAVE:
A Daemonic Standard with up to 200 points of abilities.
A Daemonic Instrument with one ability worth up to 100 points.
A Palanquin of Nurgle carried by a squabbling mob of Nurglings for 50 points.



TONY ACKLAND

PLAGUEBEARERS

The Lesser Daemons of Nurgle are the tireless stagehands of the daemonic carnival. They watch the antics of the smaller daemons and endlessly calculate the expediture and requirements of munitions and troops. As they count all of these things aloud the deep droning noise that accompanies the daemons is quite unbearable.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
PLAGUEBEARER	4	5	5	4	3	1	6	2	10+3	10+3	10+3	10+3

MAXIMUM IN LEGION	UNLIMITED
POINTS COST	600 PER 7
MODELS PER UNIT	7 OR ANY MULTIPLE OF 7
WEAPONS	PLAGUESWORD
ARMOUR	NONE
BASE SIZE	25x25mm
CHAOS ATTRIBUTES	UP TO D6 All the Plaguebearers in the unit can be given up to the number of attributes rolled - they can always be given less if you prefer. All Plaguebearers in the unit can be given the same attributes, or you can roll individually for the number and type.

ANY UNIT MAY HAVE:
A Daemonic Standard with up to 200 points of abilities.
A Daemonic Instrument with one ability worth up to 100 points.

TONY ACKLAND

NURGLINGS

Like small over-excited children the Nurglings bound and scamper across the battlefield, shrieking and bawling, and falling over each other in their eagerness. Their numbers are so great that they look like a living mound rather than hundreds and hundreds of individual bodies.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
NURGLINGS	4	3	3	3	3	3	4	3	7	6	7	7

MAXIMUM IN LEGION	UNLIMITED
POINTS COST	210 PER 7 BASES
BASES PER UNIT	7 OR ANY MULTIPLE OF 7
WEAPONS	NONE
ARMOUR	NONE
BASE SIZE	40x40mm
CHAOS ATTRIBUTES	UP TO D6. All Nurglings on the base are assumed to have the same attribute/s. Treat the base as a single large creature with the appropriate attributes. Each base can be given up to the number of attributes rolled - they can always be given less if you prefer. Each base in the unit can be given the same attribute, or you can roll individually for the number and type.

CHAOS ARMY

The Daemon Legion may include troops drawn from the mortal worlds to fight on behalf of Nurgle. These are selected from the Chaos Army of Nurgle list. Rather than our repeating the Chaos Army list, players are referred to the Chaos Army of Nurgle list for details.

CHAOS RENEGADES

The Daemon Legion may include troops drawn from the mortal worlds to fight on behalf of Nurgle. These are selected from the Chaos Renegades of Nurgle list. Rather than repeating the Chaos Renegades list verbatim, which would take up a lot of space, players are referred to the Chaos Renegades of Nurgle list for details.

DAEMON PRINCES

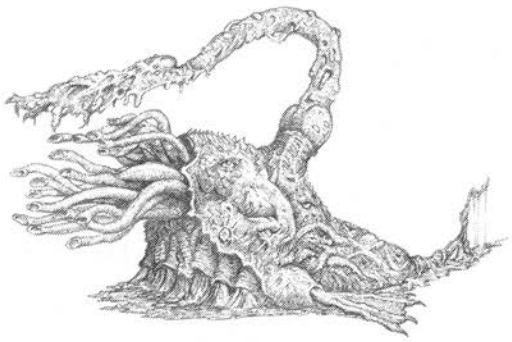
The Legion may include any Daemon Princes of Nurgle that the player has risen to Daemonhood. The more Champions a player can raise to Daemonhood the more he is able to bring onto the Daemonic Battlefield. Daemon Princes may be included in the Daemon Legion by swopping them for the equivalent number of Great Unclean Ones - thus the number of agreed Greater Daemons remains the same.

BEASTS

If Nurglings are like small unruly children, then the Beasts can be compared with energetic and over-excited puppies. They run and leap over the battle in their unbridled enthusiasm to meet and play with new friends, rolling over on the ground, and inviting the other daemons to scratch their pustules. Of course their corrosive slimy bodies and deadly drooling saliva means that their unthinking friendliness often results in the death of their playmates.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
BEASTS	3	3	0	3	5	3	3	D6	6	1	10	10

MAXIMUM IN LEGION	UNLIMITED
POINTS COST	455 PER 7 BASES
BASES PER UNIT	7 OR ANY MULTIPLE OF 7
WEAPONS	NONE
ARMOUR	NONE
BASE SIZE	40x40mm
CHAOS ATTRIBUTES	UP TO D6. All the Beasts in the unit can be given up to the number of attributes rolled - they can always be given less if you prefer. All Beasts in the unit can be given the same attributes, or you can roll individually for the number and type of attributes.



TONY ACKLAND

ALLIED DAEMONS

The Chaos Powers delight in the novelty of combining different and unusual troops, and will happily allow their own forces to fight on behalf of another Power. In fact, so established is this tradition that followers of the same Chaos Power often find themselves fighting on opposite sides! The minions of Chaos do not question such absurdities, but give their best regardless.

The Legion may include allied daemons chosen from the Daemon Legion list for Khorne, Slaanesh, or Tzeentch. Note that you cannot buy Greater Daemons of other Powers, but if you buy other allied daemons then you can substitute a Great Unclean One for a Greater Daemon of your allied Power. However, the Daemon Legion must always include at least 1 Great Unclean One or Daemon Prince of Nurgle, and may not include more than 1 of any Greater Daemon or Daemon Prince of another Power. So, for example, if you choose to include a unit of Flamers of Tzeentch then you can automatically swap a Great Unclean One for a Lord of Change.

It is entirely up to the player whether he uses a mixed force or not. The initial advantage of choosing a mixed force is that you can combine your entire model collection into a Daemon Legion if you wish to do so!

DAEMON LEGION OF TZEENTCH

Tzeentch is the great layer of plots and watcher of events - the supreme intriguer and manipulator of all the Chaos Powers. His carefully woven plans are much too complex for mortals to understand, and so sometimes appear to be vague or even self-defeating. This appearance is, of course, far from true, it is merely the case that no mortal can comprehend the subtlety of Tzeentch's mind. When the Daemon Legions of Tzeentch march into battle they do so with a purpose - although it is probable that only Tzeentch fully understands its complexities. Even his own followers are little more than chessmen in the Great Game of Power, pawns to be sacrificed to further a greater aim, sometimes just to lull the foe into a false sense of security or to cloud and confuse his judgement.

DAEMONIC STANDARDS

Where indicated in the list, a daemonic unit may be given a daemonic standard. A daemonic standard can have one or more of the abilities listed below at the cost indicated. The total value may not exceed the maximum given in the army list.

Daemon Devourer	200
Twisted Puppeteer	200
Deadly Swarm	100
Weaving Watcher	100

MARK CRAVEN

DAEMON DEVOURER - 200 points

The standard contains the souls of lost creatures which have been culled from the Realm of Chaos and bound inside the banner. Snake-like necks grow out of it, each bearing a different head - some appear human, others are beaked, some insanely distorted and unlike any known creature. The heads bob in and out and so are constantly changing, new ones appearing as old ones retreat back inside.

The souls hunger for material flesh, and their appetite is insatiable. In hand-to-hand combat the banner automatically makes 10 attacks at a strength of 7 and no saving throws are allowed. Damage can be directed against models in direct contact with the standard bearer, or distributed throughout the fighting rank as normal.

DEADLY SWARM - 100 points

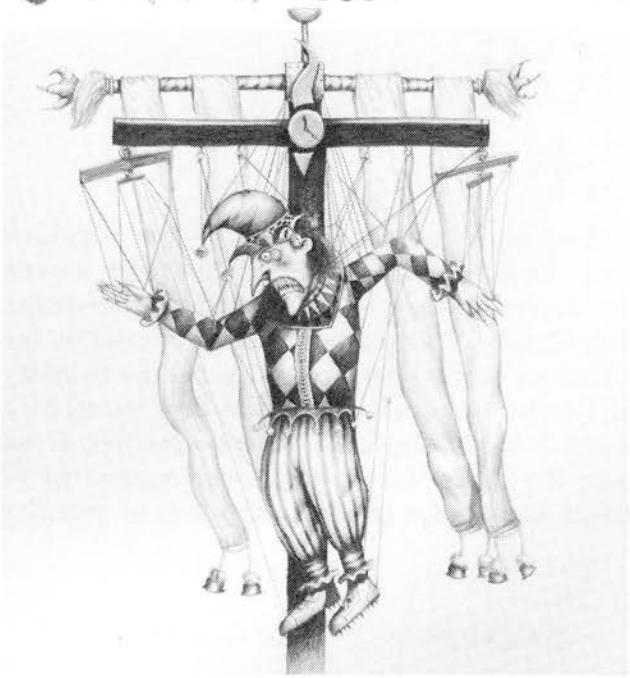
This banner depicts a huge dragonfly surrounded by other winged insects such as butterflies, fire-flies and chirping crickets.

During any of his turns, the player can release a swarm of these voracious winged insects. They spew out of the banner in a great dark cloud, forming a dense choking mass, blocking out the light, becoming trapped down throats, getting in eyes and suffocating anyone in their way under a mass of dead or dying insect bodies.

The player nominates a direction from the banner and releases the swarm on this bearing. It automatically travels 12" and affects each target it comes into contact with, causing D6 strength 6 hits with no saving throws. Afterwards the swarm travels a further 2D6 inches in the same direction, causing D6 strength 4 hits on any new targets. After this the swarm is too dissipated and depleted to cause further damage.

WEAVING WATCHER - 100 points

The Banner depicts the unflinching Eye of Tzeentch, the roving orb whose gaze can shrivel the flesh off a man's bones and boil the blood in his veins. During his turn the player can direct the Weaving Watcher against any enemy target within 18". The target takes D6 strength 6 hits with no saving throw.



STEPHEN TAPPIN

TWISTED PUPPETEER - 200 points

The banner depicts a manikin, a doll, or some other form of puppet. As the banner moves along the puppet dances as if animated by strings.

The effects of the Twisted Puppeteer are determined at the start of the enemy's turn. The player nominates an enemy unit or single character model (such as a Greater Daemon) and casts the spell of the Twisted Puppeteer against it. Magical threads materialise from the air and wind round the target's limbs, pulling them this way and that in a capering random fashion. The effect lasts for the rest of that turn and is determined with a D6.

D6	Result
1	The target struggles against the bonds but generally manages to retain control of its own body. Movement is halved this turn, shooting is reduced to half range, and a -1 to hit modifier is applied in hand-to-hand combat.
2	The target is bound fast and unable to move this turn. No missile weapons can be used, but the target can fight in hand-to-hand combat with a -1 to hit modifier.
3	The target loses control of its movement and moves at its full movement rate in a randomly determined direction. Any enemy contacted are considered to be charged. If compelled to retreat from combat the enemy receives a 'free hack' as if routed. Neither shooting or hand-to-hand fighting is otherwise affected.
4 or more	The target loses control of its body and must be moved at maximum rate directly away from the nearest enemy. The target may neither shoot or attack in hand-to-hand combat - but may defend itself as normal.

DAEMONIC INSTRUMENTS

Where indicated in the list, a daemonic unit may be given a daemonic instrument. A daemonic instrument can have one of the abilities listed below at the cost indicated.

Pipes of Power	100
Shrieking Bells	100
Horn of Agony	50

PIPES OF POWER -100 points

The echoing notes of the Pipes of Power work their way into the minds of all who hear them - clouding their minds with thoughts and motives which are not their own. Any enemy wishing to charge against the unit must roll a D6 score of 4 or more. If this test is failed the enemy may not move that turn.

SHRIEKING BELLS - 100 points

When the Shrieking Bells ring the air swirls and takes on new colours. Their peal produces little shock waves of sparkling coloured change, and while the reverberation lasts changes dance through the air, only fading as the tones subside into silence. Any enemy unit moving within 4" of the bells runs the risk of being caught up in this wave of change - producing spontaneous and rapidly changing mutations which momentarily blind senses and cripple limbs. On the D6 roll of a 4+ the target is brought to an immediate halt 4" from the target and will remain halted while the bells ring. If engaged in hand-to-hand combat then the unit suffers -1 on its to hit rolls. Once the Shrieking Bells move beyond 4" the unit returns to normal.

HORN OF AGONY - 50 points

The Horn of Agony can be blown at the beginning of any hand-to-hand combat round. Its excruciating note forms into a stream of glowing colour which swirls around and envelops up to D6 enemy models. All models effected suffer pangs of intense agony so that they lose 1 of their attacks that round.

CHOOSING THE LEGION

The Legion automatically includes the agreed number of Greater Daemons. This costs nothing. The player may choose other troops from the list given below up to the maximum agreed points value for the battle. The recommended points value of an army is 3000 points, as this is felt to give a reasonably sized game such as can be conveniently played over a full evening. Legions can, of course, be bigger if players prefer.

LORD OF CHANGE

Greater Daemons of Tzeentch have much in common with their master - they are cunning and highly intelligent creatures with penetrating bird-like eyes. They carry a huge Chaos Weapon, but also attack using their fierce beak and razor sharp claws which they use to rend and tear their enemy.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
LORD OF CHANGE	6	10	10	7	7	10	10	10	10+3	10+3	10+3	10+3

MAXIMUM IN LEGION	AGREED NUMBER
POINTS COST	NONE
WEAPONS	CHAOS WEAPON
BASE SIZE	40x40mm
CHAOS ATTRIBUTES	UP TO D6 Each daemon can be given up to the number of attributes rolled - he can always be given less if the player prefers.

ANY LORD OF CHANGE MAY HAVE:
A Daemonic Standard with up to 200 points of abilities.
A Daemonic Instrument with one ability worth up to 100 points.

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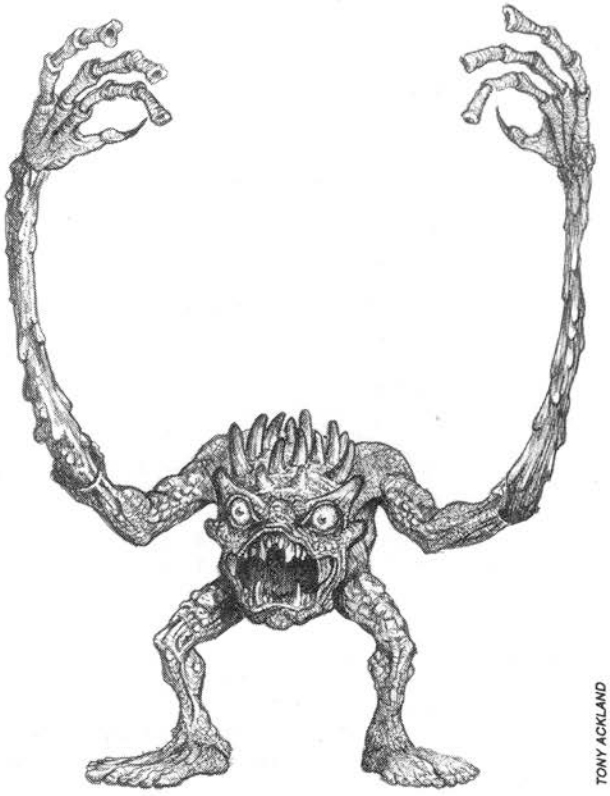
HORRORS

The Lesser Daemons of Tzeentch are spinning creatures of glowing coloured magic. They start off pink, but if slain immediately divide into two and become blue. The high points cost of Horrors reflects this astounding ability as well as their ability to cast spells.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
PINK HORROR	4	5	5	4	3	1	6	2	10	10	10	10
BLUE HORROR	4	3	3	3	3	1	7	1	10	15	5	5

MAXIMUM IN LEGION	UNLIMITED
POINTS COST	1260 PER 9
MODELS PER UNIT	9 OR ANY MULTIPLE OF 9
ARMOUR	NONE
BASE SIZE	25x25mm
CHAOS ATTRIBUTES	UP TO D6 All the Horrors in the unit can be given up to the number of attributes rolled - though they can always be given less if you prefer. All Horrors in the unit can be given the same attributes if you wish, or you can roll individually for the number and type.

ANY UNIT MAY HAVE:
A Daemonic Standard with up to 200 points of abilities
A Daemonic Instrument with one ability worth up to 100 points.



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FLAMERS

Like the Horrors, Flamers are creatures formed of pure magic. They glow with a strange inner brightness and as they move magic drips from their trunk-like arms and evaporates forming misty shapes in which momentary visions appear. Their arms spit magical flame of unearthly colours and potency.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
FLAMER	9	3	5	5	4	2	4	2	10	0	10	10

MAXIMUM IN LEGION	UNLIMITED
POINTS COST	1260 PER 9
BASES PER UNIT	9 OR ANY MULTIPLE OF 9
WEAPONS	NONE
ARMOUR	NONE
BASE SIZE	40x40mm
CHAOS ATTRIBUTES	UP TO D6 All the Flamers in the unit can be given up to the number of attributes rolled - though they can always be given less if you prefer. All Flamers in the unit can be given the same attributes, or you can roll individually for their number and type.

DISCS

The ferocious Discs are the sharks of the Realm of Chaos - shoals of these creatures swim through the stuff of Chaos ready to snap up the wayward souls of men. Any human-sized or smaller creature can be given a Disc of Tzeentch to ride - the player buys as many Discs as he needs to mobilise his troops.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
DISC	12	3	-	3	3	2	3	1	10	0	10	10

MAXIMUM IN LEGION	UNLIMITED
POINTS COST	15 EACH
WEAPONS	NONE
ARMOUR	NONE
CHAOS ATTRIBUTES	UP TO D6 The Disc can be given up to the number of attributes rolled - it can always be given less if you prefer.

CHAOS ARMY

The Daemon Legion may include troops drawn from the mortal worlds to fight on behalf of Tzeentch. These are selected from the Chaos Army of Tzeentch list. Rather than repeating the Chaos Army list verbatim, which would take up a lot of space, players are referred to the Chaos Army of Tzeentch list for details. To summarise, the Chaos Army may contain troops from the following categories:

CHAOS RENEGADES

The Daemon Legion may include troops drawn from the mortal worlds to fight on behalf of Tzeentch. These are selected from the Chaos Renegades of Tzeentch list. Rather than repeating the Chaos Renegades list, please refer to the Chaos Renegades of Tzeentch list for details.

DAEMON PRINCES

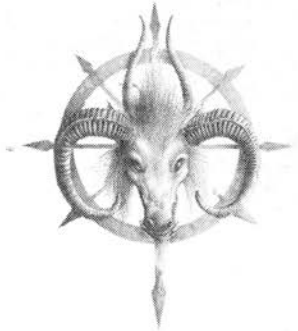
The Legion may include any Daemon Princes of Tzeentch that the player has risen to Daemonhood. The more Champions a player can raise to Daemonhood the more he is able to bring onto the Daemonic Battlefield. Daemon Princes may be included in the Daemon Legion by swapping them for the equivalent number of Lords of Change - thus the number of agreed Greater Daemons remains the same.

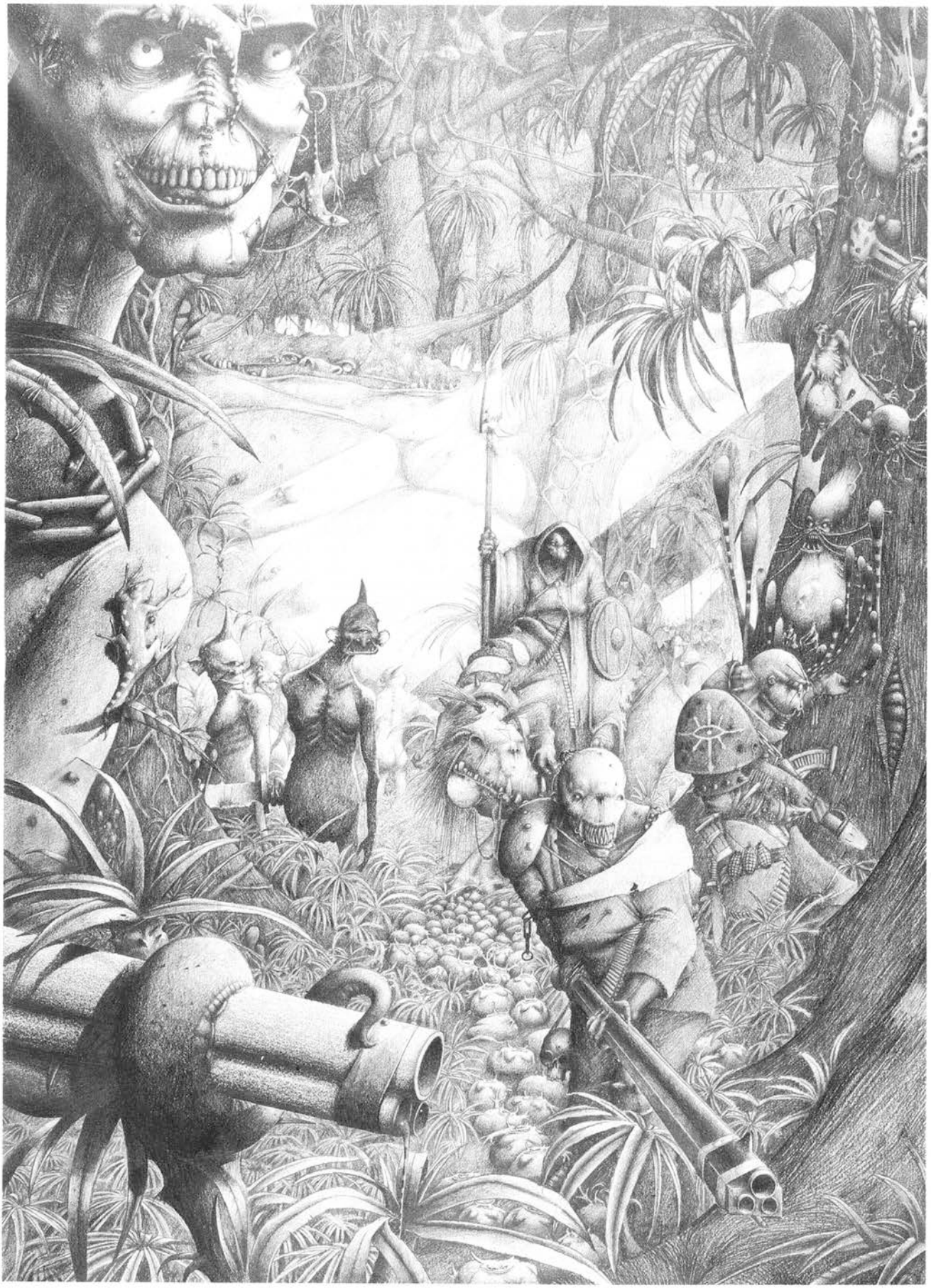
ALLIED DAEMONS

The Chaos Powers delight in the novelty of combining different and unusual troops, and will happily allow their own forces to fight on behalf of another Power. In fact, so established is this tradition that followers of the same Chaos Power often find themselves fighting on opposite sides! The minions of Chaos do not question such absurdities, but give of their best regardless.

The Legion may include allied daemons chosen from the Daemon Legion list for Khorne, Slaanesh, or Nurgle. Note that you cannot buy Greater Daemons of other Powers, but if you buy other allied troops then you can substitute a Lord of Change for a Greater Daemon of your allied Power. However, the Daemon Legion must always include at least 1 Lord of Change or Daemon Prince of Tzeentch, and may not include more than 1 of any Greater Daemon or Daemon Prince of another Power. So, for example, if you choose to include a unit of Plaguebearers of Nurgle then you can automatically swap a Lord of Change for a Great Unclean One.

It is entirely up to the player to decide on using a mixed force or not. The initial advantage of choosing a mixed force is that you can combine your entire model collection into a Daemon Legion should you wish to do so!





ADRIAN SMITH

CHAOS RENEGADES

This section describes Chaos Renegades and provides Army Lists for Chaos Renegades of Tzeentch and Nurgle. The lists may be used to select forces to fight against other Warhammer 40,000 forces or Daemonic Armies on a daemonic battlefield. A Chaos Renegade force can also be pitched against a conventional Warhammer Fantasy Army if you wish, in which case the Renegades are assumed to have landed upon an isolated primitive world which does not form part of the Imperium.

Raiding bands of Chaos Renegades are one of the most serious threats to the Imperium. The random and seemingly purposeless nature of their destructive raids makes it very hard to defend against such ruthless warriors.

Renegades are unpredictable in their movements and show no discernible pattern to their attacks. Wherever they land they kill and destroy mercilessly and are usually long gone by the time human forces arrive to confront them. A typical force of these ferocious raiders is quite small, consisting of a handful of Champions plus their Warbands.

Chaos Renegades originate from the Eye of Terror, an area of the galaxy saturated with warp energy. The worlds at the core of the Eye of Terror are ruled over by Daemon Princes and Greater Daemons on behalf of the Chaos Powers and are called the Daemon Worlds. All the Daemon Lords are bitter rivals, even those that owe loyalty to the same Great Power.

A force of Chaos Renegades will usually come from a single world within the Eye of Terror, although it is not unknown for Renegades to pool their resources in order to attack a well-defended planet. Such arrangements are inevitably temporary, as rivalry between the Champions is intense and many are deadly enemies.

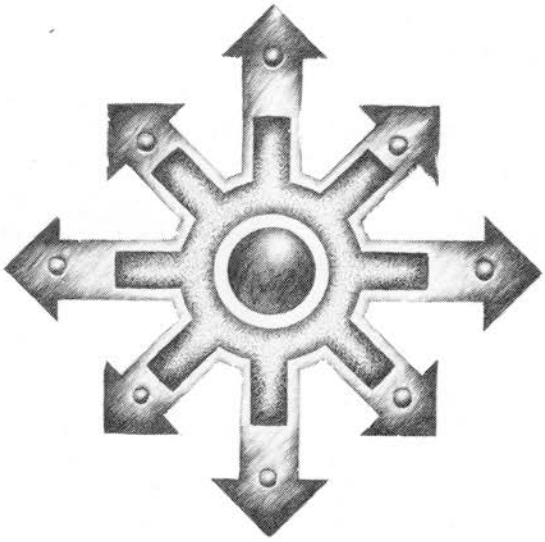
On the Daemon Worlds Champions and their followers fight to glorify the ruler of their planet (who will be a Greater Daemon or Daemon Prince) or the Chaos Power who is the ruler's own master. Not all worlds owe allegiance to one of the Great Powers, some are ruled over by independent Daemon Powers instead. At frequent intervals the patron selects one or more of his Champions to go out into the universe and continue their path of destruction. The Champions honoured in this way serve Chaos in the greater universe and will still earn rewards from their patron.

The Champions may be accompanied by various other troops drawn from their homeworld. Once the force is assembled a spacecraft is prepared for the expedition. This may be a craft captured from another daemonic ruler, constructed by mortal slaves as a tribute to their daemonic master, or an abandoned craft which has drifted through the warp or been wrecked on the world. When the spacecraft is ready the Renegade force boards and prepares to launch upon the tides of the warp. The size of the craft will determine the size of the force: a small craft might only have room for a single Warband while a drifting Space Hulk might become the vessel by which a thousand Warbands can be propelled into the universe.

The Eye of Terror is a maelstrom of psychic energy within the warp through which it is impossible to navigate. Not only can ships be thrown thousands of years off-course by travelling through it, but they can also be caught in temporal whirlpools which carry them backwards or forwards through time or which trap them in limbo forever. Craft from the Imperium always avoid the area wherever possible. The ships of the Chaos Renegades have no choice in the matter, they are already deep inside the Eye of Terror when they set out.

The warp-storms that disturb the Eye are so intense that there is little point in even trying to steer a ship in a particular direction. The Chaos Renegades launch their ships into the swirling currents of the warp, trusting fortune to carry them to their enemies. This is why Chaos Renegade attacks are so random - even the Renegades themselves have little idea where or even when the warp will take them. Sometime they are propelled into deep eddies within the warp and become trapped inside a time well, so that thousands of years pass in the real universe before they arrive at their destination. Other ships are thrown clear of the galaxy and end up drifting helplessly in the darkness of intergalactic space. More often than not, the inconstant currents of the warp carry them to the highly populated worlds of the Imperium.

MARK GIBBONS



ORGANISATION OF CHAOS RENEGADES

A Chaos Renegade force contains up to four kinds of differently organised troops: Warbands, Units, Champions and Creatures. In this respect the Chaos Renegade organisation is the same as that of a normal Chaos Army.

1. WARBANDS

A Chaos Warband consists of a Chaos Champion and his followers. A Renegade force might contain several distinct Warbands all led by their own Champion. Each Warband is further divided into units at the discretion of the player. The entire Warband remains under the control of its own Champion who can associate with any of its units. Alternatively he can fight independently.

Warbands which have been created by a player, and which may already have many rewards and followers, can be used on the battlefield if the player wishes. The battle becomes another event in the Champion's unique narrative story. The Champion risks being slain, but on the other hand he may survive and gain further rewards for his valour.

Players may create Champions and Warbands especially to fight as part of a Renegade Force. This can be done by randomly generating a Chaos Champion, and taking him through the reward system (see *Randomly Generating a Warband* below).

2. UNITS

Units consist of troops of the same type, for example a unit of Beastmen, a unit of Traitor Marines, and so on. Some of these units are formed from the scattered followers of old disbanded Warbands who are only too willing to ally themselves to a successful Champion. Others come from smaller Warbands whose Champions might be fighting as individuals.

Units may also include vehicles and support weapons belonging to Champions which are made available for use by the Renegades. These don't fight as formal units but can be distributed among the force as the players wish.

3. CHAMPIONS

The Renegade Force can contain Champions who fight as individual characters rather than as part of Warbands. These Champions are generated from the character list given in the Chaos Armies lists for Nurgle and Tzeentch. For purposes of Warhammer 40,000 the leadership, cool, intelligence and will power characteristics may be used without the +1, +2, and +3 modifiers. These Champions have no Warbands; any followers they might otherwise have are assumed to have been absorbed into the various units. They function as independent character models fighting on their own, in groups with other individual models, with units, or with other Warbands. As character models they can take over the leadership of a unit. However, they cannot take over the leadership of a unit already belonging to a Warband (the Warband is loyal to its own Champion and would never acknowledge the leadership of another Champion no matter how powerful he is).

4. CREATURES

Every world in the Eye of Terror is different, but many are populated with all kinds of dangerous creatures. Some are quite barren and devoid of natural wildlife, but others are covered with wild forests which support a varied population of Creatures of Chaos such as Griffons, Hydra, Manticores, and countless others. In the normal course of events these mutually antagonistic creatures fight each other. However, the patron daemon can award such creatures to a Renegade band if he sees fit.

Small creatures generated in groups fight as a single unit. Creatures generated singly fight as individual models, and can group together with other individual models in the same way as can Champions. They cannot associate with units.

Creatures which are large enough to be ridden may be ridden by any Chaos Champion in the army, including Champions of Warbands. A Champion must have at least 3 fear points in order to ride a creature which causes fear.

TONY HOUGH

RANDOM GENERATION OF WARBANDS

As noted under Renegade organisation, players can randomly generate Champions and Warbands to take part in the battle. This is done as follows:

1. Choose a basic level human or randomly generate a creature as the basis for your Champion in the same way as you would for a Warhammer Fantasy Battle Warband. Alternatively, randomly generate a Traitor Space Marine as your Champion from the chart below. A Traitor Marine automatically has Power Armour at no additional points cost.

D100	Traitor Marine	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-35	Marine	4	4	4	4	3	1	4	1	8	8	10	8
36-65	Champion	4	5	5	4	3	1	5	1	8	8	10	9
66-85	Hero	4	6	6	4	4	2	6	2	9	9	10	9
86-00	Major Hero	4	6	6	4	4	3	6	3	9	9	10	9

Nominate your Chaos Champion as either Aspiring, Mighty or Exulted to indicate his points value and chance of rewards. Then determine how many rewards the Champion has from the chart below.

Champion	Rewards	Points Value
Aspiring	D4	200
Mighty	D4+4	400
Exulted	D4+8	600

GARY HARROD

KEVIN WALKER

2. Now refer to the Champions of Chaos section of this book. Generate the Champion's initial equipment and followers exactly as if he were a new Champion and give him the Mark of the God. When generating the Champion's equipment refer to the summary of tables section for the Technological Equipment Table.

3. Determine each reward in turn. Note down the resulting gift or attribute and the effects it has on the Champion's profile. With each new reward generate D6 more points to spend on technological equipment.

4. As you determine each reward, also roll for new followers and a Followers Reward, just as if the Champion were progressing normally along the Chaos Path. In the case of the Renegades of Nurgle and Tzeentch there are special rules for recruiting new followers in the lists themselves.

5. If the Champion turns into a Chaos Spawn then choose one of his followers to take over as Champion: any remaining reward rolls are made by the new Champion. The old Champion, now turned to Spawn, may still continue to fight as part of the Warband.

6. If the Champion attains Daemonhood then choose one of his followers to take over as Champion: any remaining reward rolls are made by the new Champion. The Daemon Prince does not take part in the battle directly, but he watches over his former Warband with affection and interest. Once during a battle, the player may call upon the Daemon Prince to help. Before making any dice roll for any member of the Warband, the player may declare he is calling upon the Daemon Prince, and may then add +D6 to the dice result (or deduct the same amount if preferred).

RETAINING THE RENEGADE FORCE

Once you have created a Renegade force you can continue to use that same force for as many games as you wish; it is your own unique band of Chaos Renegades. This is quite important, because it means that you don't have to keep generating new forces every time you want a battle. The Renegades are used over and over again so long as the player wants. Casualties received in each battle may result in some characters or units disappearing from the army, but these can always be replaced with new ones as described below. It is often well worth persisting with the same force as this enables you to paint or even convert special models safe in the knowledge that the model can be used whenever the army fights.

CASUALTIES AND REWARDS FOR WARBANDS

Any Warbands fighting as part of the Renegade force will continue to earn rewards from their patron. They will therefore receive gifts and attributes from battle to battle. They may also receive new followers, but these will no longer be from the Champion's homeworld. To acquire new followers the Champion will have to pick up Chaos Cultists, Ork Freebooters or other troops from the worlds they visit. The choice of such troops is indicated in the Renegade lists for each Chaos Power.

Casualties sustained by a Warband during a battle, including Champions, test for casualty recovery as described in the Narrative Campaign section. Thus, while a Warband might get more powerful by attracting new followers, it might also get weaker as its existing members are slain. Note that the points value of a Warband does not change once it has been included in the army, regardless of subsequent rewards or casualties.

1. A Warband can be retired from a Renegade force after any battle. The Warband remains behind on the planet to continue its quest against the enemies of Chaos while the remaining Renegades return to their ship and the warp. The retiring Warband may be replaced by fresh troops to the same points value. Fresh troops can only be drawn from those available on the planet which the Renegades are leaving, so the type of replacements available will often be limited.

Previous Battle fought against	Choose Fresh Troops from
Imperium Forces	Chaos Cultists
Orks	Ork Freebooters
Eldar	No fresh troops can be selected
Other Renegades	No fresh troops can be selected
Fantasy Forces	The Chaos Army list for your Chaos Power

2. If the Warband's Champion is slain or becomes a Chaos Spawn his position may be taken over by another member of the Warband. The model becomes a new Champion and is given the Mark of his Patron.

3. If the Champion becomes a Daemon Prince as a result of constant rewards, his position may be taken by another member of the Warband as described for 2. The Daemon Prince takes no direct part in the battle, but he can be called upon for aid as described under Warband Generation (+D6 to one dice roll per battle).

KEVIN WALKER

OTHER CASUALTIES

Units, independent Champions, and Creatures are also retained from battle to battle. Any models which fall casualty during a battle must test for casualty survival afterwards.

Units test for casualty survival and surviving models are replaced. Non-survivors are not replaced. Consequently a unit will become smaller as it fights more battles. Once the unit falls to below half its original size it can be retired and replaced by new troops to the same points value selected in the same way as described above for replacing retiring Warbands.

Independent Champions and Creatures test for casualty survival, and any non-survivors may be replaced by fresh troops to the same points value. Surviving independent Champions are given rewards in the same way as Champions of Warbands but do not roll for followers. Any followers they would otherwise gain are assumed to form the units which replace those being retired.

UNDEAD CHAMPIONS

Any Champion who is slain while fighting for a Renegade force might become an Undead Champion of Chaos. Make the usual test when the Champion is slain (see the Undead Champions of Chaos section). An Undead Champion may continue to fight in future battles either as an independent Champion or as part of his original Warband. Undead Champions who fall casualty during a battle still test for casualty survival and are not destroyed until they roll a result of 'killed' on the casualty survival chart.

KEEPING A RECORD

Just as players record the adventures of their Warbands, they can write down the results and major events of each battle. Note down who won, the results of any personal combats, and any interesting fights or magic that occurred. The players can agree on a suitable name for the battle, and both sides can add the name, in Chaos Runes, to the banners of troops who were present. In this way a group of Chaos Renegades will acquire a unique history and character. Its constituent troops may change slightly from battle to battle, but most of the important Champions will last for many battles. If players fight a lot of games, they will be able to watch new Champions arise from the ranks of ordinary Warbands and become Daemon Princes whose patronage can then be used in future battles.

CHAOS RENEGADES OF NURGLE

In the third year of the Horus Heresy the rebel Death Guard Chapter was marooned in the warp while attempting a long-range jump to Earth. Months passed while the fleet's Navigators searched for a warp-tide that would bring them back to the material universe. Meanwhile a mysterious contagion began to spread from ship to ship. The stinking pestilence bloated the gut, distended the flesh, and turned its victims rotten from the inside. Eventually the Chapter's Primarch Mortarion became infected and in his delirium he called upon the Powers of Chaos to aid the Space Marines. Mortarion's fevered ravings were answered by Nurgle, and Mortarion became Nurgle's Champion and eventually the Daemon Prince Mortarion, Lord of the Plague Planet. The Plague Planet he rules over lies deep inside the Eye of Terror. From this dark and slimy orb Mortarion launches fleets of Plague Ships into the warp to carry their contagions through the galaxy. On board are Champions of Chaos and their followers from the Plague Planet accompanied by warriors of the ancient Death Guard - the heinous Plague Marines of Nurgle.

THE DEATH GUARD

The Death Guard Chapter was one of the original twenty Space Marine Chapters founded by the Emperor. During the Horus Heresy the Chapter joined the rebel Warmaster Horus and took part in many battles against the Emperor's forces. Their commander, Mortarion, became an open worshipper of Nurgle when the entire Chapter was trapped inside the warp and ravaged by plague. Subsequently he led his Space Marines in a merry dance of destruction over a score of planets. As disease began to disfigure the Marines, their appearance changed into the disgusting form they still bear today. Now the once tall and erect Space Marines of the Death Guard are the Plague Marines of Nurgle. Their flesh bubbles with corruption, their innards spill through lesions in their putrid skin, and their bodies ooze with sticky slime.

Following the death of Horus and the effective end of the Heresy, Mortarion fled with the remnants of his Chapter into the Eye of Terror where he received Nurgle's ultimate reward and became the Daemon Prince Mortarion. He rules over a Plague Planet where sickness and pestilence are the norm, where miasmic clouds bring contagion and death and where the diseased pray to Nurgle for relief from their constant agony. Some of them are favoured and become Champions, and then fight among themselves for mastery and the chance to become Daemon Princes in their own right. The Plague Marines rarely interfere in battles between rising Champions. In fact they are not commonly seen by the world's inhabitants except during the time when new Champions are selected to fight with the Chaos Renegades. Most of their time is spent attending on Mortarion or carrying out his wishes, spreading new diseases and travelling to other worlds to carry Nurgle's plagues to new victims.

THE PLAGUE FLEETS

Not even the ministrations of advanced technology can entirely eradicate the dangers of disease on long space voyages. A ship travelling between far flung planets always risks contamination by alien viruses or mutated bacteria. Such perils can quickly infect and slay the crew, or incapacitate the ship's Navigator stranding the ship in the warp. The empty husks of Plague Ships drift through the warp, sometimes for thousands of years, until they are drawn to that bosom of pestilence which is the Plague Planet of Mortarion. Here they are gathered into Plague Fleets and filled with the diseased followers of Mortarion before they being cast back into the warp to spread their pestilence throughout the galaxy.

The Plague Fleets carry followers of Nurgle to inhabited planets where their destructive raids are inevitably followed by an outbreak of a no less destructive contagion. Once the Plague Ships are abandoned or their crews finally destroyed, the hulks float back into the warp where the currents carry them back to the Plague Planet.

THE CLOUD OF FLIES

During the Plague Ships' journey through the warp the insides of the craft erupt with large furry black flies. They burst from every surface, covering the interior of the ship, filling whole rooms with their decaying carcasses. When the ship reaches a new world the Champions and their followers prepare to disembark by landing craft, teleport, or by landing the ship itself. As soon as the ship's hatches are opened a thick black cloud of insects is released, each a tiny bearer of disease ready to spread the foulness of Nurgle over a virgin planet. Even when the Marines disembark by teleporter enough flies are transported to form a dense cloud of choking darkness.

The fly cloud can take part in the battle itself. At the end of his turn, the Nurgle player can direct the fly-cloud against any one enemy unit. The fly-cloud can only affect 1 unit at a time, and its effects last for just 1 turn. The unit rolls a D6 and adds its strength (strength of the majority if this differs within the unit). If the score is 6 or more the unit may move normally, otherwise the unit is so inundated with flies that it cannot move in its turn. In addition, the unit cannot shoot that turn, and any hand-to-hand combat blows are at -1 to hit. These penalties are additional to any penalties imposed by a cloud of flies from a Plaguebearer, a Palanquin, a Champion, or any other source.

THE DAEMON PATRON MORTARION

On the Plague Planet of Mortarion Chaos Champions pay homage to Nurgle, to Mortarion himself, and to the many locally raised Daemon Princes. Every Champion struggles to become a Daemon Prince and hence a patron of new Champions. The Renegades may therefore include Champions of a great many Daemon Princes other than Nurgle himself. A player who raises a Chaos Renegade Champion to Daemon Prince status can use him as a patron for future Champions. A player can also use the Mortarion himself as his patron.

Mark of Chaos. Champions of the Daemon Prince Mortarion receive +1 toughness and a randomly generated chaos attribute in the same way as Champions of Nurgle.

Gifts of Mortarion. A Champion of the Daemon Prince Mortarion can refuse a gift rolled on the Chaos Rewards table in favour of a randomly rolled Gift of Mortarion on the table below. The exception is the *Eye of God* result - which must be accepted and cannot be rerolled.

GIFTS OF MORTARION

01-08 The Dark Contagion. The Champion's whole body swells and turns blotchy purple and black. His skin splits and a pool of thick evil-smelling pus spills out. If the Champion receives one or more wounds from a hand-to-hand combat blow the pus will burst out and spatter his opponent on the D6 roll of a 5 or 6. If hit by this foul stuff a model must roll equal to or less than his WP on 2D6 to avoid being overcome with nausea and vomiting. A model overcome in this way loses any remaining attacks it has in this combat round and cannot attack at all in the following combat round. Worse of all, any model hit by the revolting pus must test after the battle and may catch the Dark Contagion. This is particularly important in the case of an enemy Champion. On the D6 roll of a 6 the model catches the Dark Contagion and, being unprotected by Nurgle, will automatically die after fighting in a further D6 games. Should the individual be a Champion then he can still reach daemonhood so long as he does so within the allotted time. Meanwhile the model can spread the Dark Contagion to his opponents in the same way. Note that a follower of Nurgle or a Daemon Prince of Nurgle may contract the Dark Contagion but cannot die of it.

09-16 Yellow Dementia. The Champion succumbs to the peculiar malady of Yellow Dementia. His skin turn bright yellow and his eyes swell up like poached eggs. The Champion's facial muscles contort into a manic grin displaying his snarling teeth. The victim of Yellow Dementia cannot resist hand-to-hand combat, and as soon as enemy move close by he breaks into a whooping war cackle and dashes towards them. If any enemy is within charge range of the Champion he will charge as soon as he can. If the enemy run away then he is not adversely effected, but will continue to charge in his following turn, until he enters hand-to-hand combat. Once engaged in hand-to-hand combat the demented character fights with the infamous ferocity of the hardened lunatic, doubling his weapon skill and strength up to a maximum value of 10.

17-24 Gigantic Boil. A gigantic boil grows right in the middle of the Champion's forehead. It swells until it is the size and colour of a shiny ripe melon. The boil may burst during any hand-to-hand combat round. Test at the beginning of the round before any blows are struck. On the D6 roll of a 6 the boil bursts and showers a chosen opponent with rank pus - knocking him to the ground on a 2D6 roll equal to his strength or less. An opponent knocked to the ground is glued to the floor by all the pussy mess and can neither attack nor move until the hand-to-hand combat engagement is over. Once the gigantic boil has burst it has no further effect in that game but a new boil will grow before the next game.

25-33 Spouts Blood. The Champion's ears, eyes, mouth and nose all drip with blood making him look especially horrific. This has no effect other than to enhance his appearance.

34-41 Sleeping Sickness. The Champion is susceptible to a curious sleeping malady in which he falls into a deep sleep at inconvenient and unpredictable moments. If there are no enemy within 12" at the start of his turn the Champion may slip into sickly sleep on the D6 roll of a 6. He will sleep until he rolls a 4, 5 or 6 at the start of a following turn. While asleep he can do nothing but can be carried by any model with a strength equal to or more than his own - the carrying model may do nothing else.

42-49 Feels no Pain. A degenerative disease of the nervous system means that the Champion loses the ability to feel pain. Even if he chops off a finger he feels nothing. As a result he can ignore all but the most severe wounds, and can fight on despite the most terrible injuries. To represent this the model receives an additional D6 wounds at the start of the game and the number of extra wounds is noted. Once the game is over any serious damage sustained will ultimately catch up with him, as even wounds which cannot be felt may still kill. After the game is over the number of extra wounds are removed. If the Champion has no wounds after the extra wounds have been taken away he collapses after the battle and is considered as a casualty. He must roll for casualty recovery like any other model removed from the table during the battle.

50-57 The Rune of Mortarion. The Champion's skin erupts with disfiguring pustules. When they heal they leave a puckered scar in the shape of Mortarion's triple skull Rune.

58-65 Twisted Gut. The Champion's intestines burst through his skin and writhe about like a huge long tentacle. The Champion can retract or extend his gut as he pleases. If damaged the gut regrows inside his body, so he can't be permanently damaged if an enemy slices through his intestines. The gut can be used to make an additional attack in hand-to-hand combat.

66-73 Gastric Gripe. The Champion's insides swell with gas and gastric juices until his whole abdomen is distorted like a balloon. Every so often the gas finds a vent through some natural orifice or by means of a tear in his body, and a cloud of noxious fumes surrounds him. The release of gas is accompanied by a distinctive ripping or slow burbling noise which the Champion's followers take as a cue for them to cheer enthusiastically. The exertions of hand-to-hand combat aggravate the condition and cause great clouds of noxious gas to surround the Champion. In the second or subsequent round of any hand-to-hand combat engagement the Champion is obscured by sickening fumes causing any enemy who strikes against him to suffer a -1 to hit modifier.

74-81 Peeling Skin. The Champion's skin peels off him as he moves, leaving great bare patches of flesh of his body. Apart from enhancing his appearance and making the immediate area untidy this has no further effect.

82-97 Bloat. The Champion swells up like a great round ball and his skin gradually turns green and pustulent. The Champion's extra bulk adds a further +1 to his toughness but reduces his initiative by -1.

98-00 Chaos Attribute. Mortarion is as fickle with his favours as any other Power of Chaos. He decides against awarding the Champion with a gift and gives him a randomly determined Chaos Attribute instead.

GENERATING NEW FOLLOWERS

Chaos Champions may be joined by new followers while fighting as part of a Renegade force. New recruits may be generated from the Retinue Table as normal, alternatively followers may be generated from the table below. This table reflects the fact that Renegades have left their home worlds and the chief source of their followers - any new followers will therefore be drawn from the worlds they invade or from other invading forces which join them. Chaos Cultists may join the Renegades when their world in invaded, and then find they have no choice but to leave when the Renegades decide to go. Members of Ork Freebooter or Chaos Squat units might also decide to join a Warband once they have fought alongside their Champions. The chart below lists the type of newcomer - refer to the army list entries for details of profile and armament.

D100	Followers	Generate
01-40	D3 Chaos Cultists	Human profile with equipment as in the army list
41-65	D3 Ork Freebooters	Freebooter profile and equipment as in the army list
66-75	1 Ork Freebooter Kaptin	Kaptin profile and equipment as in the army list
76-00	D3 Chaos Squats	Chaos Squat profile and equipment as in the army list

GARY HARROD

GARY HARROD

CHOOSING THE ARMY

The player may choose troops from the list given below up to the maximum agreed points value for the battle. The usual points value of an army is 3000 points, as this is felt to give a reasonably sized game such as can be conveniently played over a full evening.

CHAOS WARBANDS

MAXIMUM IN ARMY: UNLIMITED

Chaos Renegades of Nurgle may contain any number of Chaos Champions together with their Warbands, up to the maximum points value of the army. Each Warband may either be generated randomly to fight in the army, or it may be a Warband already in existence. The generation of Warbands is discussed in the Introductory section.

Randomly Generated Warbands

Status of Champion	*Rewards*	*Points Value*
Aspiring	D4	200
Mighty	D4+4	400
Exalted	D4+8	800

Existing Warbands

Status of Champion	*Rewards*	*Points Value*
Aspiring	0-4	200
Mighty	5-8	400
Exalted	9+	800

UNITS

TRAITOR MARINES

Not all Chapters of Chaos Marines have a specific home planet like the Plague Marines of Nurgle. Some of the Traitor Chapters never settled on a planet, wandering from one battle to the next. The Space Marines of the former World Bearers, Night Lords, and Alpha Legion travel through the warp in this way, and are scattered throughout the Eye of Terror and beyond. The warp tides carry their spacecraft from one world to another, sometimes bringing them together in one place, more often dividing and scattering them. The Traitor Marines join up with Warbands or start ones of their own. They owe no specific allegiance to any Chaos Power, and so may sometimes find themselves fighting old allies or even each other.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAOS MARINE	4	4	4	4	3	1	4	1	8	8	10	8

MAXIMUM IN ARMY	UNLIMITED
POINTS COST	140 PER SQUAD OF 5
MODELS PER UNIT	5
EQUIPMENT	POWER ARMOUR BOLT GUN + BOLT PISTOL FRAG GRENADES
CHAOS ATTRIBUTES	Up to D6-3 All the Marines in the unit can be given up to the number of attributes rolled - they can always be given less if you prefer. All Marines can be given the same attributes, or you can roll individually for them.
A UNIT MAY HAVE	The entire Squad may be equipped with the following additional equipment at the points cost shown.
JUMP PACKS	20
CHAINSWORDS	15
MELTA BOMBS	40
KRAK GRENADES	20
BIKES	100 Including twin forward firing bolters
ONE MODEL MAY HAVE	One model in the squad may substitute his Bolt Gun for one of the weapons listed below at the points cost indicated.
MISSILE LAUNCHER	50 (+ TARGETER, SUSPENSORS, FRAG AND SUPER KRAK MISSILES)
FLAMER	5
MELTAGUN	5
LASCANNON	90 (+ TARGETER AND SUSPENSORS)
ONE MODEL MAY HAVE	One model in the squad may substitute his Bolt Gun for a single item of equipment selected from the Technological Equipment Chart up to a maximum value of D10 x 10 points (10-100).

TRAITOR TERMINATORS

Terminator Marines of Chaos wander through the warp alongside their Space Marine brethren. They continue to fight in the ancient Terminator units from the time of the Heresy and when they are slain their armour is often taken over by Champions.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
TRAITOR TERMINATOR	4	5	5	4	3	1	5	1	8	8	10	8

MAXIMUM IN ARMY	UNLIMITED
POINTS COST	400 PER SQUAD OF 5
MODELS PER UNIT	5
EQUIPMENT	TERMINATOR ARMOUR STORM BOLTER POWER GLOVE or CHAIN FIST
CHAOS ATTRIBUTES	Up to D6-3 All the Marines in the unit can be given up to the number of attributes rolled - they can always be given less if you prefer. All Marines in the unit can be given the same attributes, or you can roll individually for the number and type of attributes.
ONE MODEL MAY HAVE	One model in the squad may substitute his Storm Bolter for one of the weapons listed below at the points cost indicated.
ASSAULT CANNON	50 (+ TARGETER, SUSPENSORS)
HEAVY FLAMER	50 (+ TARGETER, SUSPENSORS)

MARK GIBBONS

ONE MODEL MAY HAVE	One model in the squad may substitute his Bolt Gun for a single item of equipment selected from the Technological Equipment Chart up to a maximum value of D10 x 10 points (10-100).

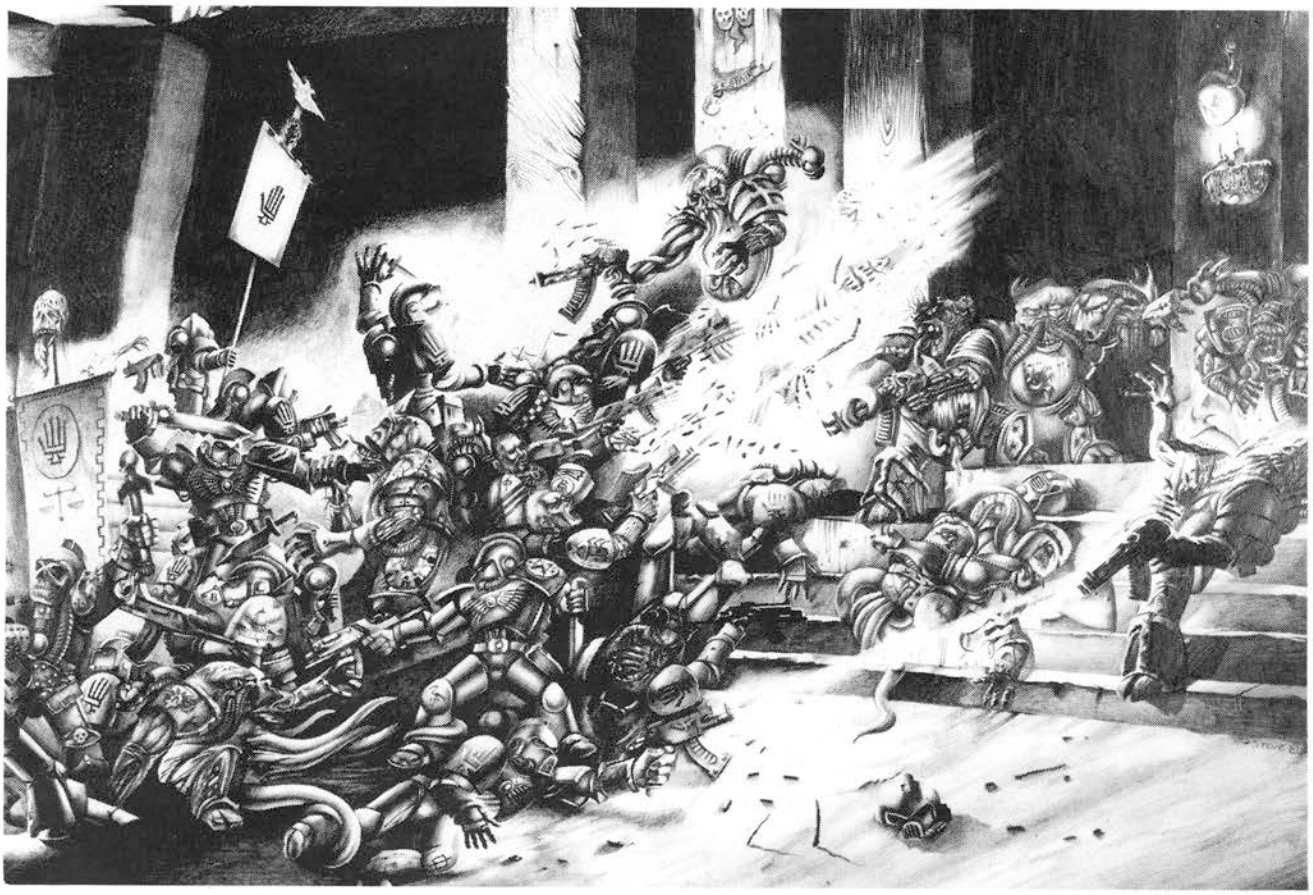
PLAGUE MARINES

The Death Guard Space Marines have now mutated to a degree where their corpulent and repulsive forms are hardly recognisable as human. They are the Plague Marines of Nurgle and the Chaos followers of Mortarion Daemon Prince of Nurgle.

PLAGUE MARINE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	4	4	4	4	4	1	4	1	8	8	10	8

MAXIMUM IN ARMY	UNLIMITED
POINTS COST	140 PER SQUAD OF 5
MODELS PER UNIT	5
EQUIPMENT	POWER ARMOUR BOLT GUN + BOLT PISTOL FRAG GRENADES
CHAOS ATTRIBUTES	Up to D6-3 All the Plague Marines in the unit can be given up to the number of attributes rolled - they can always be given less if you prefer. All Marines in the unit can be given the same attributes, or you can roll individually for the number and type. Up to one attribute may be substituted for a randomly generated Gift of Mortarion. This can be the same for each Marine or a different gift for each.

A UNIT MAY HAVE	The entire Squad may be equipped with the following additional equipment at the points cost shown.
JUMP PACKS	20
CHAINSWORDS	15
MELTA BOMBS	40
KRAK GRENADES	20
BIKES	100 Including twin forward firing bolters
ONE MODEL MAY HAVE	One model in the squad may substitute his Bolt Gun for one of the weapons listed below at the points cost indicated.
MISSILE LAUNCHER	50 (+ TARGETER, SUSPENSORS, FRAG AND SUPER KRAK MISSILES)
FLAMER	5
MELTAGUN	5
LASCANNON	90 (+ TARGETER AND SUSPENSORS)
ONE MODEL MAY HAVE	One model in the squad may substitute his Bolt Gun for a single item of equipment selected from the Technological Equipment Chart up to a maximum value of D10 x 10 points (10-100).



STEVE HUTTON

DISEASED FLAGELLANTS

The world of Mortarion crawls with human flesh mutated and twisted into horrible shapes by disease and self torture. Some hope to attract the attention of their master Mortarion by acts of self mutilation. Most are simply trapped in a cycle of irrational masochism from which they are unable to escape. These Flagellants are disinclined to join Warbands, but wander across the surface of Mortarion's Plague Planet, scavenging the flesh from fallen warriors for their sustenance. When the ships of Mortarion take to the warp a great herd of these beggarly creatures is sometimes driven on board so that their diseases can be spread throughout the galaxy.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
FLAGELLANTS	4	3	3	4	4	1	3	1	7	7	7	7

MAXIMUM IN ARMY	1 UNIT
POINTS COST	10 EACH
MODELS PER UNIT	5 OR MORE
EQUIPMENT	HAND WEAPON AND FLAIL
ARMOUR	NONE

CHAOS ATTRIBUTES — Plaguebearer attribute plus up to D4 further attributes. All the Flagellants in the unit can be given up to the number of further attributes rolled - they can always be given less if you prefer. All Flagellants in the unit can be given the same further attributes, or you can roll individually for the number and type of attributes.

MARTIN MCKENNA

PSYCHOLOGY — Flagellants are so devoted to the idea of self-sacrifice that they have no regard for their own personal safety and throw themselves at the enemy regardless of how slim their chances of survival are. The Flagellant unit is therefore liable to the rules for *frenzy*. They are so keen to get to grips with the enemy that it is almost impossible to hold them back. To represent this they *hate* all enemy regardless of who or what they might be.

PESTIGOR

The Pestigor Beastmen of Nurgle make up a large proportion of the population of the world of Mortarion. They fight in the Chaos Warbands of the Champions and when the Champions of Mortarion ride the Plague Fleets to war, the Pestigor accompany them. Pestigor are bloated with disease and their skins cracked and caked with dried blood and pus. Flies buzz around their heads and breed upon their rotting flesh. Pestigor are very proud of these indications of their god's favour, and openly boast of the number and severity of their diseases.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
BEASTMAN	4	4	3	4	5	2	3	1	7	6	7	6

MAXIMUM IN ARMY	UNLIMITED
POINTS COST	10 EACH
MODELS PER UNIT	5 OR MORE
EQUIPMENT	HAND WEAPON

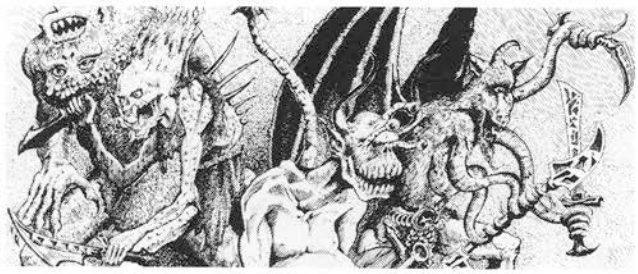
CHAOS ATTRIBUTES — Up to D6-3
All the Beastmen in the unit can be given up to the number of attributes rolled - they can always be given less if you prefer. All Beastmen in the unit can be given the same attributes, or you can roll individually for their number and type. Up to one attribute may be substituted for a randomly generated Gift of Mortarion. This can be the same for each Beastmen or a different gift for each.

TONY ACKLAND

ANY MODEL MAY HAVE — Any members of the unit may be equipped with the following additional equipment at the points cost shown.

CHAINSWORD	2 POINTS PER MODEL
LAS PISTOLS	1 POINT PER MODEL
BOLT PISTOLS	2 POINTS PER MODEL
PLASMA PISTOLS	5 POINTS PER MODEL

CHAOS SPAWN



TONY ACKLAND

Each Chaos Spawn is created by randomly generating a creature from either the Starting Profile Table or the Universal Creatures Table, and giving it D6+6 random Chaos Attributes. Spawn are organised into packs which function exactly like units - any psychology or other unit type tests use the lowest value of the pack. If Spawn have different movement rates then the whole unit moves at the speed of the slowest, except that Spawn with a movement characteristic of 0, 1, or 2 can be carried along by the pack as long as there are at least 2 faster Spawn for every Spawn carried. Spawn may be led by an independent Champion of Chaos, and then take psychology and rout tests using his characteristics (as they are subject to stupidity they really need a good leader to function effectively). An army can contain up to 3 packs of Spawn, and each pack can be of unlimited size.

MAXIMUM IN ARMY	UP TO 3 UNITS
POINTS COST	25 PER SPAWN
MODELS PER UNIT	UNLIMITED
PSYCHOLOGY	Chaos Spawn are subject to the rules for stupidity

CHAOS HOUNDS

The Hounds of Mortarion are huge black creatures which stink of decay and dead flesh. Their jaws drool a sort of greenish bile which is constantly forced up from their rotting innards. These creatures prowl the world of Mortarion and sometimes attach themselves to Champions and their Warbands much as they would join hound packs in the wild.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAOS HOUND	6	4	0	4	4	2	4	2	6	4	6	6

MAXIMUM IN ARMY	UNLIMITED
POINTS COST	25 EACH
MODELS PER UNIT	5 OR MORE
EQUIPMENT	NONE
CHAOS ATTRIBUTES	Up to D6-3 All the Hounds in the unit can be given up to the number of attributes rolled - they can always be given less if you prefer. All Hounds in the unit can be given the same attributes, or you can roll individually for the number and type. Up to one attribute may be substituted for a randomly generated Gift of Mortarion. This can be the same for each Hound or a different gift for each.

MOB OF NURGLINGS

TONY ACKLAND

Plague Ships are infested with Nurglings which cram into all the nooks and crannies and fill every tiny space with their soft and slimy little bodies. As the ship drifts through the warp their numbers increase until the Champions and other Renegades find themselves wading through a sea of Nurglings. This together with the great mass of flies which fills the air makes conditions on board a Plague Ship squalid in the extreme. When the Renegades reach their destination the Nurglings pour out of the ship. Some continue to fight alongside the Renegades who they have come to associate with food and affection. Others lose themselves on the planet and remain behind when the Renegades leave, spreading crops of disease for many years to come.

NURGLING	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
BASE	4	3	3	3	3	3	4	3	7	6	7	7

MAXIMUM IN ARMY	1 UNIT
POINTS COST	30 PER BASE
BASES PER UNIT	1 OR MORE
EQUIPMENT	NONE
PSYCHOLOGY	Nurglings are immune to psychology except where this is caused by a superior type of daemon.
SPECIAL RULES	Troops in hand-to-hand combat against Nurglings must test to see if they contract Nurgles Rot.

CHAOS CULTISTS

When the Chaos Renegades reach their target planet they may be joined by local Chaos Cultists, who often rely upon their aid to stage raids or full scale uprisings against the authorities. Cultists who are planning rebellion often use psykers, cult sacrifices or arcane arts to draw the flow of the warp towards their world, attracting the Plague Fleets of Mortarion like flies to a rotting carcase.

Cultists will usually look like typical citizens of their world. Cults can also take root amongst local defence forces, in which cases they look like and are armed in a similar way to conventional planetary troopers. Most cultist groups consist of a mixture of differently armed and equipped troops.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CULTISTS	4	3	3	3	3	1	3	1	7	7	7	7

MAXIMUM IN ARMY UNLIMITED
POINTS COST 10 EACH
MODELS PER UNIT 5 OR MORE

CHAOS ATTRIBUTES Up to 1
All the Cultists in the unit can be given a single Chaos Attribute if you wish. They can be given the same attribute, or you can roll individually for each model.

EQUIPMENT A typical Chaos Cult force is armed in a fairly irregular way, although it is possible to upgrade the force with better and more consistent weapons as indicated opposite. The basic unit is armed as indicated on the table below. In each case the proportion shown is the maximum proportion of the unit that may be so equipped. For example, in a unit of 5 men 1 can carry a lasgun, 1 a laspistol, 1 a bolt pistol and the remaining 2 must make do with swords or clubs. There is nothing to stop you arming one model with several weapons as long as the proportions are adhered to.

TONY HOUGH

Equipment	Maximum Proportion of Unit that may be so equipped	Example 5 man unit	Example 10 man unit
Flak Armour	Half	2	5
Lasgun	Third	1	3
Laspistol	Third	1	3
Bolt Pistol	Third	1	3
Sword/club/axe	All	5	10

A UNIT MAY HAVE The entire unit of Cultists may substitute its basic weaponry for one or more of following weapons at the cost shown. The cost must be paid for every single model in the unit - even if a model is to be subsequently re-equipped as indicated below.

LASGUNS	1 POINT PER MODEL
BOLT PISTOLS	1 POINT PER MODEL
CHAINSWORDS	1 POINT PER MODEL

A UNIT MAY HAVE The entire unit may have the additional equipment at the points cost shown. The points must be paid for every model in the unit, even if a portion of the unit is already so equipped.

BIKES	15 POINTS PER MODEL - Bikes have twin forward firing bolters
FLAK ARMOUR	1 POINT PER MODEL

ONE MODEL MAY HAVE One model in the unit may substitute his weapons for one of the weapons listed below at the points cost indicated.

MISSILE LAUNCHER	50 (+ FRAG AND SUPER KRAK MISSILES)
FLAMER	5
MELTAGUN	5
PLASMA GUN	5
HEAVY PLASMA GUN	75
HEAVY BOLTER	15
LASCANNON	90

ONE MODEL MAY HAVE One model in the squad may substitute his weapons for a single item of the equipment selected from the Technological Equipment Table up to a maximum value of D10 x 10 points (10-100).

ADRIAN SMITH

ORK FREEBOOTERS MOB

Ork Freebooters are roving bands of Ork bandits, renegades and other outcasts from Ork society. They will join almost any army that is willing to put up with them, fighting in return for loot, money or captives.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
FREEBOOTER KAPTIN	4	5	4	4	5	2	4	1	8	7	8	8
FREEBOOTER BOYZ	4	3	3	3	4	1	2	1	7	6	7	7

MAXIMUM IN ARMY 1 MOB

POINTS COST 75 POINTS FOR KAPTIN + 5 BOYZ
10 POINTS PER ADDITIONAL BOY

MODELS PER UNIT 6 OR MORE

EQUIPMENT FLAK ARMOUR
SWORD, AXE, CLUB or KNIFE
BOLT PISTOL or BOLTGUN

ONE MODEL MUST HAVE One of the following weapons at the points cost shown.

AUTOCANNON	35 POINTS
GRENADE LAUNCHER	15 POINTS
HEAVY BOLTER	15 POINTS
HEAVY PLASMA GUN	75 POINTS
HEAVY STUBBER	10 POINTS
LASCANNON	90 POINTS
MULTI-MELTA	50 POINTS
MISSILE LAUNCHER	30 POINTS
With FRAG	1 POINT
With SUPER KRAK	20 POINTS
With MELTA	4 POINTS
With SMOKE	1 POINT

A UNIT MAY HAVE The entire unit may have the additional equipment at the points cost shown - all Orks must be equipped with the additional item/s including the Kaptin and Ork armed with a heavy weapon. Stikkbomz are characteristic stick-shaped Ork grenades.

BOLT PISTOL	1 POINT PER MODEL
CHAINSWORD	2 POINTS PER MODEL
POWERSWORD	7 POINTS PER MODEL
FRAG STIKKBOMZ	1 POINT PER MODEL
MELTA STIKKBOMZ	4 POINTS PER MODEL
JUMP PACKS	2 POINTS PER MODEL
PLASMA GUN	5 POINTS PER MODEL
POWERGLOVE	15 POINTS PER MODEL
PLASMA-PISTOL	5 POINTS PER MODEL
KRAK STIKKBOMZ	2 POINTS PER MODEL
SMOKE STIKKBOMZ	1 POINT PER MODEL

PAUL BONNER

CHAOS SQUATS

During the Heresy some Squat Homeworlds supported Horus and sent Brotherhood forces to join his armies. These forces were driven into the Eye of Terror after the fall of Horus, where they settled on many scattered worlds. Many of the worlds in the Eye of Terror therefore have Squats living on them, as well as humans and Beastmen, and they fight alongside and may eventually become Chaos Champions much as humans and other creatures. In addition there are some worlds in the Eye of Terror which are populated almost entirely by Squats, the descendants of entire Squat Brotherhoods that took refuge there many years ago. Most of these worlds lie on the south-eastern fringe of the Eye of Terror, the portion closest to the Squat Homeworlds clustered towards the galactic core. These worlds are much like the Homeworlds, and the Chaos Squats have replicated their ancient culture, but added to it an unstinting devotion to the Chaos Powers.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAOS SQUAT	3	4	3	3	4	1	2	1	9	7	9	9

MAXIMUM IN ARMY	UNLIMITED
POINTS COST	130 PER SQUAD OF 5
MODELS PER UNIT	5
EQUIPMENT	FLAK ARMOUR LASGUN or 2 LASPISTOLS or 2 BOLT PISTOLS FRAG GRENADES KRAK GRENADES

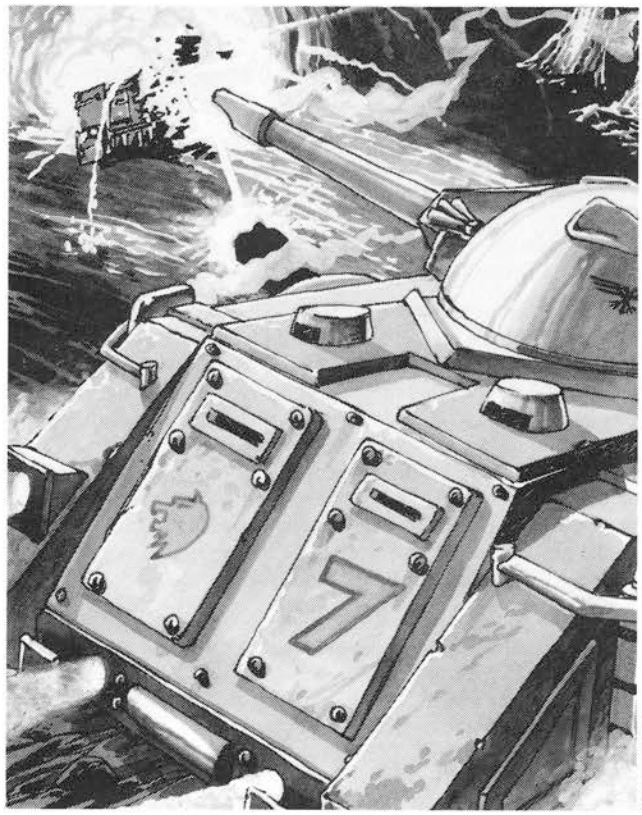
CHAOS ATTRIBUTES	Up to D6-3 All the Squats in the unit can be given up to the number of attributes rolled - they can always be given less if you prefer. All Squats in the unit can be given the same attributes if the player wishes, or you can roll individually for the number and type of attributes.
ANY UNIT MAY	The entire Squad may substitute its basic armament for one of the following weapons at the cost shown.
BOLTGUNS	5
ANY OR ALL MODELS MAY	Substitute their basic weapons for one of the following weapons at the cost shown.
HEAVY BOLTER	15 POINTS EACH
2 BOLT PISTOLS	FREE
CHAINSWORD	3 POINTS EACH
A UNIT MAY HAVE	The entire Squad may be equipped with the following additional equipment at the points cost shown.
CHAINSWORDS	15
MELTA BOMBS	40
BIKES	100 Including twin forward firing bolters

VEHICLES AND SUPPORT WEAPONS

There are few organised workshops on the Plague Planet where vehicles or sophisticated weaponry can be made but there are some Champions with the foresight to maintain facilities where such equipment can be repaired or assembled from scavenged parts. Most vehicles and large weapons come from the drifting Plague Ships which are drawn to Mortarion's world. As a result of this haphazard process it is possible to find almost any kind of vehicle or support weapon in the hands of his followers. The Renegades may include up to 1 vehicle or support weapon for every Chaos Champion in the army. These items may be chosen from the summary list below at the points value indicated. New vehicles and support models will invariably be made by Citadel and these too may be included in the Renegade force. Vehicles include human crews and support weapons include human operatives. Vehicles may alternatively be given to Champions or Warbands to ride in if they prefer.

MAXIMUM IN ARMY 1 PER CHAMPION

VEHICLE	POINTS COST
BIKE WITH TWIN FORWARD-FIRING BOLTERS	20
LAND SPEEDER	75
RHINO	50
LAND RAIDER	300
SENTINEL	75
THUDD GUN	50
MOLE MORTAR	60
RAPIER	100
TARANTULA	100



KEVIN WALKER

CHAMPIONS

MAXIMUM IN ARMY: UNLIMITED

POINTS COST: 100 EACH

The Renegade Force may include as many independent Champions as the player wishes to purchase at a cost of 100 points each. The profiles, attributes, and all other details of Champions are determined randomly using the D1000 chart already given for Champions of Nurgle in the Chaos Army of Nurgle section. Note that for Warhammer 40,000 the +1, +2, and +3 bonuses given with the leadership, intelligence, cool, and will power characteristics are ignored. Dwarf characters are Chaos Squats, while Elves are Eldar trapped inside the Eye of Terror from the time before the fall of their race.

Players who prefer to randomly generate their own Champions may do so if they wish. Create a Champion in the normal way and award him up to D6 random Chaos Attributes - you can always choose to give the model less attributes than the total rolled, but he must have at least one (ie the attribute which comes with his Mark of Chaos). Remember to add +1 to the creature's toughness as the Mark of Nurgle.

In addition to any equipment generated randomly along with the Champion, the model may be equipped with a further D6 points worth of equipment chosen from the Technological Equipment Table.

MARTIN MCKENNA

CREATURES OF CHAOS

MAXIMUM IN ARMY: UNLIMITED

POINTS COST: 200 POINTS PER ROLL

The Renegades of Nurgle may be accompanied by Creatures of Chaos, Undead, Ethereal Creatures, and other Creatures generated from the chart in the Chaos Army of Nurgle section.

We have provided the creature's profile, including randomly generated characteristics where appropriate, but further game details are too complex to list here. Consult *Warhammer Fantasy Battle* or this volume for complete rules for each creature. Each roll on the chart costs 200 points.

Many of the creatures given on the chart make splendid centrepieces for a model collection. Players who already have a lavishly painted large model will probably wish to include it in their Chaos Army. If a random roll doesn't produce the creature you particularly want, then you can disregard the result, pay a further 200 points and choose any creature from the chart. You will still have to roll where appropriate for the creature's profile or the exact number of creatures. This means that the creature may cost 400 points (the initial disregarded roll plus the 200 points choice), although you may be lucky enough to randomly generate the creature for only 200 points.

Creatures generated from this chart fight as independent models, or as units in the case of smaller creatures generated in multiples. They do not need to be bound into hosts and are not subject to the restrictions imposed on hosts of Undead, Monsters, etc, as are most armies.

TONY ACKLAND

CHAOS RENEGADES OF TZEENTCH

Of all the Chaos Gods Tzeentch is the one most readily associated with witchcraft, magic and psychic phenomena. He is also the Great Mutator, the undisputed master of change, chance and fortune. There are many Chaos Cults dedicated to Tzeentch throughout the Imperium, despite the attempts of the Inquisition to suppress them. A large number of these cults are formed specifically to practice magic, conduct psychic experiments, study sorcery, or spread the influence of arcane forces in some other form. The Renegades of Tzeentch are drawn towards these centres of psychic power like sharks to the scent of blood, responding to the summoning call of ritual magic. The Chaos Renegades of Tzeentch are characterised by their magical powers. It is not inappropriate to think of their powers as magical, for the Thousand Sons Chapter of Space Marines regard themselves as Sorcerers with the unseen energy of the universe at their command.

THOUSAND SONS

The name Thousand Sons is taken from the initial series of genetic imprints made from the genetic tissue of their Primarch Magnus the Red. From these imprints a thousand Space Marines were created - the Thousand Sons of Magnus. An entire legion of many thousands of Space Marines was subsequently raised to take part in the Great Crusade, but the Chapter always kept the title of the Thousand Sons.

Even before the Heresy the Chapter became involved with arcane lore and the practice of sorcery. The most powerful and influential of the Chapter's Brethren began to think of themselves as a Sorcerers, and they devoted more time to uncovering the mystical secrets of the universe than to fighting the Emperor's Wars.

However, they remainded loyal to both the Emperor and humanity despite their growing preoccupation with magic. When Horus gathered his forces against the Imperium the Thousand Sons at first tried to use their occult powers to warn the Emperor. Mistrustful of anything tinged by Chaos, the Emperor commanded Leman Russ and the Space Wolves to devastate the Thousand Sons' homeworld of Prospero. As a result the Thousand Sons found themselves involved in a war which they might have wished to avoid.

Once committed, however, they were to emerge as one of the most successful Space Marine Chapters to fight for the Warmaster. Really they had little choice other than to ally with Horus, as the Emperor could no longer tolerate the study of magic with all its asociations with the warp.

Magnus the Red was a ruddy-haired and extremely large Primarch with a single eye set deep in his broad forehead. Because of his distinctive features he was sometimes known as Cyclopean Magnus or as the Red Cyclops. Magnus fought bravely and successfully during the Great Crusade in which the Emperor's forces conquered almost the entire galaxy, but he was always a wild and impetuous commander. The truth was that his soul had already been touched by Chaos, stimulating a fascination with the occult forces of the warp and the secrets that lay within its fabric. Throughout the Great Crusade he came into contact with long isolated cultures where magic had been developed and the where mysteries of the universe were explored. Although warned by the Emperor to stay clear of such matters, he began to amass arcane lore from across the galaxy. From this material he compiled a monumental tome of sorcery called the Book of Magnus and sometimes known as the Book of the Thousand Sons. This book still exists in the library of Daemon Prince Magnus, ruler of the Planet of the Sorcerers, and a copy is also said to reside in the legendary Black Library of the Eldar.

STEPHEN TAPPIN

PLANET OF THE SORCERERS

The Thousand Sons escaped from the aftermath of the Horus Heresy by using their sorcerous powers to open up a warp interface through which their fleet fled from the Earth system. The fleet was drawn through the warp to the Eye of Terror to the daemon world which Tzeentch had promised them. This is the world now known as the Planet of the Sorcerers, where the Thousand Sons established themselves under the rule of Magnus the Red. Many of them continued their study of magic and became mighty Wizard-Champions of Tzeentch.

Not all the Thousand Sons became wizards - some became Champions or still fight as warriors in the service of other Champions or Wizard-Champions, who call themselves Sorcerers. The former Primarch of the Thousand Sons was elevated to the rank of Daemon Prince of Tzeentch, and installed in a volcanic fortress-pinnacle called the Tower of the Cyclops. Like its master the top-most tower of this fortress has a single living eye which peers over the surrounding landscape, watching over the minions of its lord; the eternal guardian and watchdog of the Sorcerer King.

The world itself is dark, rocky, volcanic and tempestuous. Its leaden skies are riven by the constant discharge of magical energy in the form of bellowing thunder and kaleidoscopic lightning. The whole world is saturated with magical power: coloured clouds of magical vapour fill the sky, obscuring the sun and releasing energised rain which fills the darkly coloured rivers and seas. Above the flood plains of shifting lava and flowing multi-coloured rivers, huge craggy peaks rise into the sky like thrusting fists of stone. On these crags are perched castles or towers where the Sorcerers and Daemon Princes of the Thousand Sons live.

The largest and most impressive of these Sorcerers' Towers is the Tower of the Cyclops itself, a huge black tower where thousands of troops and servants live. Other fortresses are smaller, and some are little more than single towers housing the Sorcerer and an entourage of a few dozen retainers.

As well as watching over the Planet of the Sorcerers the glowing eye of the Tower of the Cylops also peers through the warp into the galaxy itself. This allows the Sorcerer-King to spy out the arcane artefacts and talented psykers which fascinate him, so that he can despatch raiders against the Imperium. The ancient spacecraft are boarded and cast into the warp currents which carry them into the material universe to raid and take captives and bring back to the Planet of the Sorcerers.

The Thousand Sons are able to navigate their way to the material universe by following the scent of psychic covens or sorcerous summonings. From their spacecraft they can detect and track these emanations by means of large crystals called Seer Stones, transparent crystal spheres approximately a metre across. Smaller less powerful Seer Stones are used to guide the Renegades to their target once they have landed.

Tzeentch often chooses the Thousand Sons as his agents; the instruments by which he manipulates the course of history. By raiding a specific planet or slaying a certain individual, the Great Power of Tzeentch promotes his own interests and attempts to draw power away from others.

The Thousand Sons are especially interested in magical artefacts, ancient arcane books, talented psykers and any aspect of sorcerous knowledge or power. They often raid specifically to acquire such things, even going as far as to attack museums and the private collections of antiquarians, much to the mystification of their victims. In many instances magical artefacts are acquired by local Chaos Cults, and the Thousand Sons merely come and take them away together with humans who might make promising servants. It often comes as an unpleasant suprise to a Cult Magus to find that his efforts to summon the Thousand Sons merely result in losing his sorcerous artefacts and most of his coven.

THRALL WIZARDS

When the Thousand Sons first arrived on the Planet of the Sorcerers it had no native population to make suitable servants or warriors. Over the many thousands of years that the Space Marines have lived on the world they have acquired such minions by means of raiding throughout the galaxy. This has led to the creation of an underling servant class within the Sorcerers' Towers. Some servants have occasionally broken free and fled into the hostile land to join the various nomadic Warbands led by Champions from the Thousand Sons and, inevitably, Champions who have risen from the ranks of escaped servants. From these Warbands arise the Champions of Chaos and in particular Champions of Tzeentch, who are recruited back to serve the Thousand Sons. Further captives are taken by the Thousand Sons when they raid.

From these three sources, servants, nomadic Warbands, and captives, the Sorcerers of the Thousand Sons recruit their own Warbands to fight as Chaos Renegades. Individuals with psychic powers are highly prized and encouraged, and may rise to become mighty Champions or Daemon Princes in their own right. Humans who possess such powers may begin their careers bonded to a Thrall Wizard Band in the service of a Sorcerer. They are taught how to perform the simplest magical feats as part of the first step to becoming fully fledged Wizards. While apprenticed in this way they are placed under the direct command of a Thrall-Champion who may have risen from the ranks of ordinary Thrall Wizard himself. In battle they fight for him and use their powers to support him.

THRALL WIZARD BANDS

Thrall Wizard Bands may be included in the Renegade force at the points cost indicated in the list below. Each unit consists of 8 Thrall Wizards plus a Thrall Champion.

The 8 Thrall Wizards fight in a base-to-base formation - normal unit coherency rules for WH40K are not applied to Thrall Wizards. The Thrall Champion is a character model and is free to move over the battlefield like any other character model. However, to benefit from the magical support of his followers he must be in base-to-base contact with the rest of the band.

The Thrall Champion is given the Mark of Tzeentch (a randomly generated magic item) and D3 Chaos Attributes just like any other new Champion. In addition he has sorcerous abilities. These can manifest themselves either as magic spells from Warhammer Fantasy Battle or psychic abilities from Warhammer 40,000.

The Thrall Champion has a magic or a psionic level of 1 and has 3 first level spells or psionic abilities one of which will be the *Boon of Tzeentch* spell. He has 3D6 magic/psi points of his own. In addition, if he remains in base-to-base contact with the band then he can cast further abilities or spells and draw upon the magic/psi points held by the Thrall Wizard Band.

The Thrall Wizard Band begins the game with D6 psi or magic points for each of its 8 members. This number is generated before the game and noted down, the total recorded separately from the psi/magic points of the Thrall Champion himself.

The Thrall unit also begins with 8 level one spells or psionic abilities. The Thrall Wizards cannot actually cast spells or abilities, they act as a repository of power which the Thrall Champion is able to tap. While he remains in base-to-base contact with his band, the Thrall Champion can cast one of the band's spells or abilities in preference to one of his own. He may also use the magic points of the band to cast a spell, whether it is one of his own or one of theirs.

MARTIN MCKENNA

Furthermore, because of the intense magical field created by the chanting, wildly gesturing Thrall Wizards, the Champion can cast a spell not once but up to D6 times during his magic phase. Roll at the start of each magic phase to determine how many times the spell may be cast - of course this is the maximum amount of times the spell can be cast that turn, the Thrall Champion can cast the spell as many times as he wishes up to this maximum.

THE EFFECT OF CASUALTIES

If the Thrall Champion is slain at any time the remaining Thrall Wizards can continue to fight in the battle but cannot cast spells.

If Thrall Wizards are slain the remainder of the band may continue to fight and support its Thrall Champion, but it will lose spells and magic points. Every time a Thrall Wizard is slain the unit loses 1 randomly determined spell and D6 magic points from its total. In addition, the number of times the Thrall Champion can cast a spell during the magic phase cannot exceed the number of Thrall Wizards left in the band.

THRALL WIZARDS AND CASUALTY RECOVERY

The Thrall Champion is treated as a character model like any other Champion of Chaos. After the game he tests for recovery if he has been removed as a casualty during the battle. If the Thrall Champion is killed, the most powerful of the Thrall Wizards automatically takes over as the new Thrall Champion. The player selects one of the existing Thrall Wizards and gives him the Mark of Tzeentch, D3 Chaos Attributes and the powers of a level 1 Wizard.

Losses which fall among the Thrall Wizards are automatically made good before the next battle. Roll for recovery of casualties and replace any that do not survive with new Thrall Wizards.

REWARDS FOR THRALL WIZARDS

The Thrall Champion progresses along the Chaos Path like any other Champion. He receives rewards in the form of gifts and attributes, and may become either a Chaos Spawn or a Daemon Prince.

Duplicate rewards may be passed on to any of the Thrall Wizards in the band, in the same way as other Champions of Chaos may pass on duplicate rewards to their followers. Whenever the Champion gains a reward, the player also rolls for a Followers Reward in the same way as other Champions (see the summary section for relevant tables). Followers Rewards may be given to individual Thrall Wizards, or all the Thrall Wizards can be given the reward if the player wishes.

Wizard Thralls may therefore gain extra powers or mutations, giving the Thrall Band a distinctive and interesting character. Unlike conventional Warbands, the Thrall Champion does not roll for new followers, instead his band of Wizard Thralls is automatically kept at 8 strong. Any casualties sustained in the battle are automatically replaced with fresh followers.

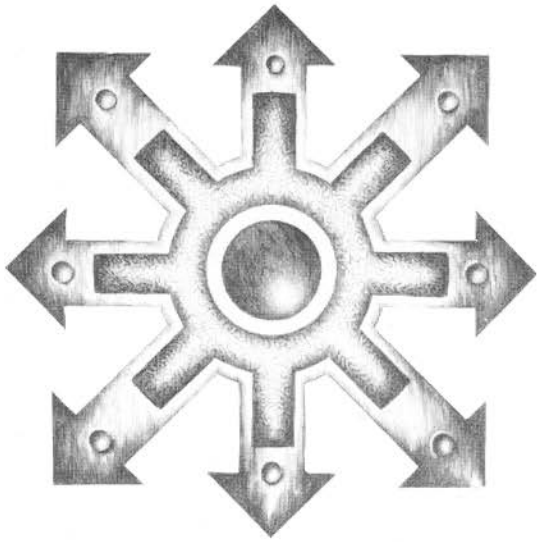
If the Thrall Champion gains extra magic levels as a reward, then the Thrall Wizard band may include spells of the appropriate level among its own list of spells. Normally, of course, the Wizard band's spells are level 1. For example, if the Thrall Champion is of magic level 3, then his band can include level 1, 2 or 3 spells among its 8 spells. The player may choose the level of the spell he wants, but the spell itself is generated randomly.

If a player grows particularly fond of an especially successful or interesting Thrall Champion, he may choose to abandon the Thrall Wizards and turn the character into a conventional Wizard-Champion of Tzeentch. Roll once on the Retinue Chart to establish his initial followers and treat him like an ordinary Champion thereafter. The remaining Thrall Wizards are lost from the army and it can be assumed that they have drifted off to join other forces (if you keep a record you can recruit them again in the future). The points value of the army does not change - the Thrall Wizard Band is simply swapped for a conventional Warband.

GENERATING NEW FOLLOWERS

Chaos Champions may be joined by new followers while fighting as part of a Renegade force. New recruits may be generated from the Retinue Table as normal, or alternatively followers may be generated from the table below. This table reflects the fact that Renegades have left their home worlds and the chief source of their followers - any new followers will therefore be drawn from the worlds they invade or from other invading forces which join them. Chaos Cultists may join the Renegades when their world in invaded, and then find they have no choice but to leave when the Renegades decide to go. Members of Ork Freebooter or Chaos Squat units might also decide to join a Warband once they have fought alongside their Champions. The chart below lists the type of newcomer - refer to the army list entries for details of profile and armament.

D100	Followers	Generate
01-40	D3 Chaos Cultists	Human profile with equipment as in the army list
41-65	D3 Ork Freebooters	Freebooter profile and equipment as in the army list
66-75	1 Ork Freebooter Kaptin	Kaptin profile and equipment as in the army list
76-00	D3 Chaos Squats	Chaos Squat profile and equipment as in the army list



CHOOSING THE ARMY

The player may choose troops from the list given below up to the maximum agreed points value for the battle. The usual points value of an army is 3000 points, as this is felt to give a reasonably sized game such as can be conveniently played over a full evening.

CHAOS WARBANDS

MAXIMUM IN ARMY: UNLIMITED

The Chaos Renegades of Tzeentch may contain any number of Chaos Champions together with their Warbands, up to the maximum points value of the force. Each Warband may either be generated randomly to fight in the army, or it may be a Warband already in existence. The generation of Warbands is discussed in the Introductory section. Any randomly generated Wizard-Champion may be asumed to be a Sorcerer of the Thousand Sons, in which case he is one of the ancient Space Marines of the Chapter and is now a mighty practitioner of sorcery.

Randomly Generated Warbands

Status of Champion	*Rewards*	*Points Value*
Aspiring	D4	200
Mighty	D4+4	400
Exalted	D4+8	800

Existing Warbands

Status of Champion	*Rewards*	*Points Value*
Aspiring	0-4	200
Mighty	5-8	400
Exalted	9+	800

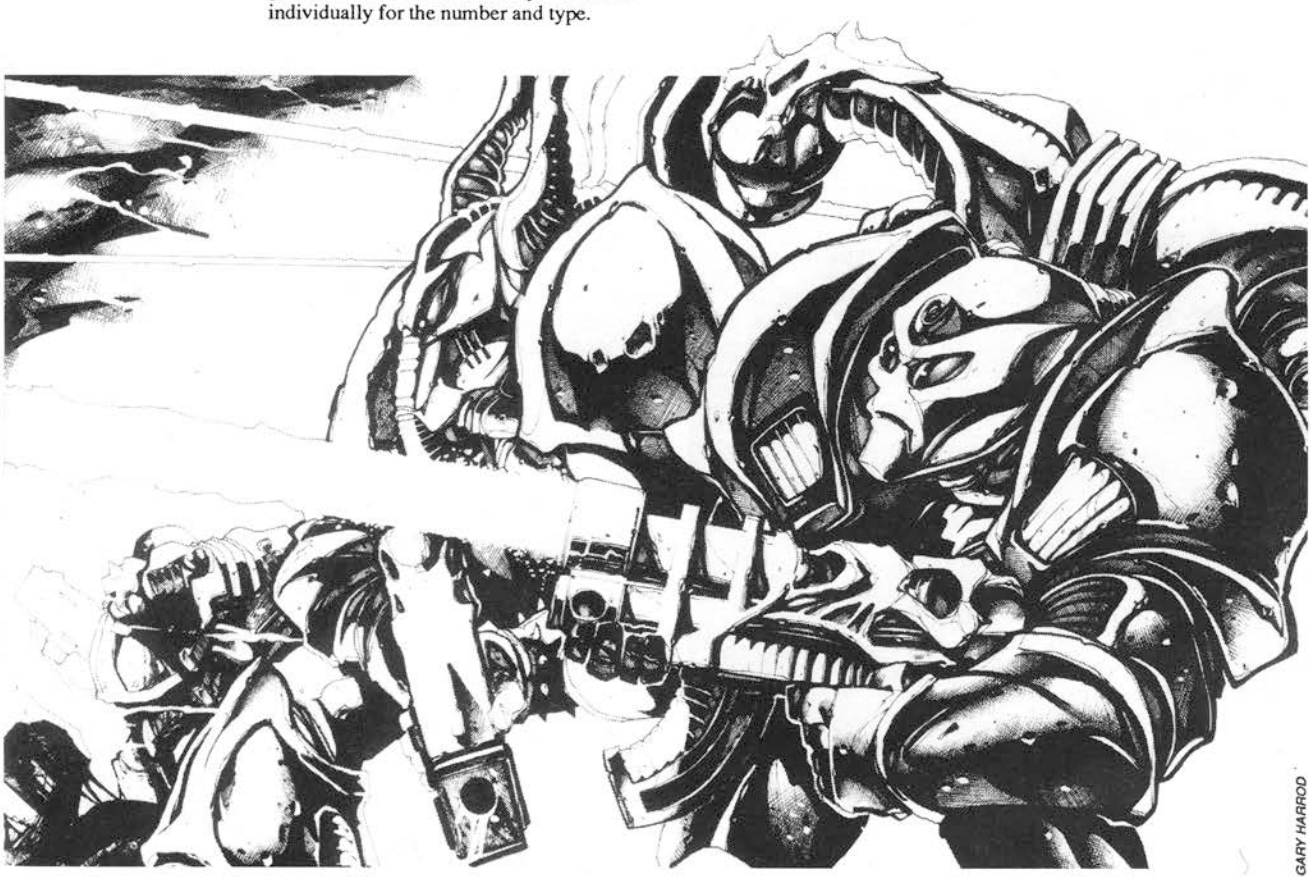
UNITS

TRAITOR MARINES

Not all Chapters of Chaos Marines have a specific home planet like the Thousand Sons. Some of the Traitor Chapters never established a permanent base in the Eye of Terror, continually wandering from one bloody battle to the next. The Space Marines of the former World Bearers, Night Lords, and Alpha Legion travel through the warp in this way, and the Marines of these Chapters can be found throughout the Eye of Terror and beyond. Warp tides carry their spacecraft from world to world, sometimes bringing them together in one place, more often dividing and scattering them over a myriad worlds. The Traitor Marines join up with Warbands or start ones of their own. They owe no specific allegiance to any Chaos Power, and so may sometimes find themselves fighting old allies or even each other.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAOS MARINE	4	4	4	4	3	1	4	1	8	8	10	8

MAXIMUM IN ARMY	UNLIMITED
POINTS COST	140 PER SQUAD OF 5
MODELS PER UNIT	5
EQUIPMENT	POWER ARMOUR BOLT GUN + BOLT PISTOL FRAG GRENADES
CHAOS ATTRIBUTES	Up to D6-3 All the Marines in the unit can be given up to the number of attributes rolled - they can always be given less if you prefer. All Marines in the unit can be given the same attributes, or you can roll individually for the number and type.
A UNIT MAY HAVE	The entire Squad may be equipped with the following additional equipment at the points cost shown.
JUMP PACKS	20
CHAINSWORDS	15
MELTA BOMBS	40
KRAK GRENADES	20
TERMINATOR SUITS	250
BIKES	100 Including twin forward firing bolters
ONE MODEL MAY HAVE	One model in the squad may substitute his Bolt Gun for one of the weapons listed below at the points cost indicated.
MISSILE LAUNCHER	50 (+ TARGETER, SUSPENSORS, FRAG AND SUPER KRAK MISSILES)
FLAMER	5
MELTAGUN	5
LASCANNON	90 (+ TARGETER AND SUSPENSORS)
ONE MODEL MAY HAVE	One model in the squad may substitute his Bolt Gun for a single item of equipment selected from the Technological Equipment Chart up to a maximum value of D10 x 10 points (10-100).



GARY HARROD

THOUSAND SONS MARINES

Not all of the Thousand Sons are mighty Sorcerers, some of them do not have the necessary psychic talents to make full use of their arcane knowledge. Even so, they have studied the art of sorcery over thousands of years and have a keen understanding of the mystical aspects of the warrior craft. Their ornate armour reflects this arcane knowledge, being highly decorative and covered with runes and magical symbols. Although they cannot use psychic abilities themselves, they do have the ability to concentrate the power of Chaos around them, so that other Wizard-Champions can benefit from their aura of energy.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
SPACE MARINE	4	4	4	4	3	1	4	1	8	8	10	8

MAXIMUM IN ARMY	UNLIMITED
POINTS COST	140 PER SQUAD OF 5
MODELS PER UNIT	5
EQUIPMENT	POWER ARMOUR BOLT GUN + BOLT PISTOL FRAG GRENADES
CHAOS ATTRIBUTES	Up to D6-3 All the Marines in the unit can be given up to the number of attributes rolled - they can always be given less if you prefer. All Marines in the unit can be given the same attributes, or you can roll individually for their number and type.

KEVIN WALKER

PAUL CAMPBELL

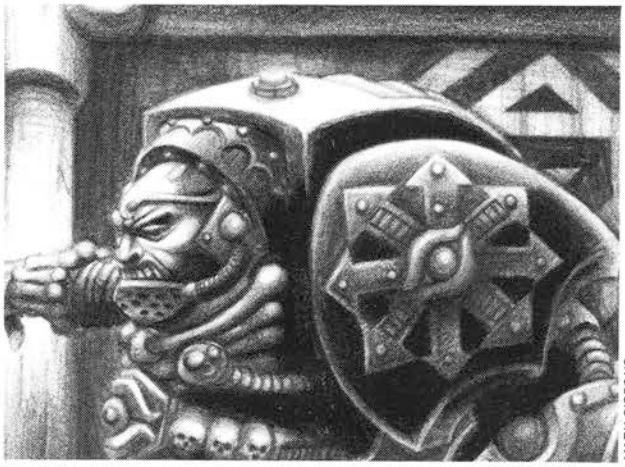
SPECIAL RULES	A unit of Thousand Sons Space Marines projects an aura of psychic energy around it. Any friendly Wizard-Champion of Tzeentch (including a Thrall Champion) within 12" may tap into this aura once per turn, gaining D6 magic/psychic points. A Wizard cannot tap into this source of energy and cast a spell during the same turn.
A UNIT MAY HAVE	The entire Squad may be equipped with the following additional equipment at the points cost shown.
JUMP PACKS	20
CHAINSWORDS	15
MELTA BOMBS	40
KRAK GRENADES	20
BIKES	100 Including twin forward firing bolters
ONE MODEL MAY HAVE	One model in the squad may substitute his Bolt Gun for one of the weapons listed below at the points cost indicated.
MISSILE LAUNCHER	50 (+ TARGETER, SUSPENSORS, FRAG AND SUPER KRAK MISSILES)
FLAMER	5
MELTAGUN	5
LASCANNON	90 (+ TARGETER AND SUSPENSORS)
ONE MODEL MAY HAVE	One model in the squad may substitute his Bolt Gun for a single item of the equipment selected from the Technological Equipment Chart up to a maximum value of D10 x 10 points (10-100).

TRAITOR TERMINATORS

Terminator Marines of Chaos wander through the warp alongside their Space Marine brethren. They continue to fight in ancient Terminator units which date from the time of the Heresy, and when they die their armour is often taken over by Champions. Like the Terminator Marines they come from the Marine Chapters that broke up following the Heresy and which still wander through the Eye of Terror. The Space Marines of the former World Bearers, Night Lords, and Alpha Legion travel through the warp in this way. Space Marines from these Chapters are scattered throughout the Eye of Terror and beyond.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
TRAITOR TERMINATOR	4	5	5	4	3	1	5	1	8	8	10	8

MAXIMUM IN ARMY	UNLIMITED
POINTS COST	400 PER SQUAD OF 5
MODELS PER UNIT	5
EQUIPMENT	TERMINATOR ARMOUR STORM BOLTER POWER GLOVE or CHAIN FIST
CHAOS ATTRIBUTES	Up to D6-3 All the Marines in the unit can be given up to the number of attributes rolled - they can always be given less if you prefer. Marines in the unit can be given the same attributes if you like, or you can roll individually for their number and type.



MARK GIBBONS

ONE MODEL MAY HAVE	One model in the squad may substitute his Storm Bolter for one of the weapons listed below at the points cost indicated.
ASSAULT CANNON	50 (+ TARGETER, SUSPENSORS)
HEAVY FLAMER	50 (+ TARGETER, SUSPENSORS)
ONE MODEL MAY HAVE	One model in the squad may substitute his Bolt Gun for a single item of equipment selected from the Technological Equipment Chart up to a maximum value of D10 x 10 points (10-100).

THRALL WIZARD BANDS

Thrall Wizards dress in the most elaborate armour and clothes, combining as many colours and patterns as possible, but favouring the basic twisting interwoven designs which reflect the twisting manipulative mind of Tzeentch. Thrall Wizards often wear the badge or colours of their Champion - the leader of the Thrall Wizard bands.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
THRALL WIZARD	4	3	3	3	3	1	3	1	7	7	7	7
THRALL CHAMPION	4	4	3	4	3	1	3	1	7	8	8	8

MAXIMUM IN ARMY	UNLIMITED
POINTS COST	200 PER BAND
MODELS PER BAND	8 THRALL WIZARDS + 1 CHAMPION
WEAPONS	HAND WEAPON
ARMOUR	NONE
BASE SIZE	25x25mm
SPECIAL RULES	The Champion receives the Mark of Tzeentch (random magic item) and D3 Chaos Attributes. He is a Wizard with a magic level of 1 and has 3 level 1 spells (including the spell *Boon of Tzeentch*) and 3D6 magic points. The band has 1 level 1 spell per Wizard Thrall (initially 8) and 8D6 magic points. The Champion can cast his own or the band's spells, he can use his own or the band's magic points, and he can cast the chosen spell up to D6 times at once. See the introductory section above for full rules.

PAUL CAMPBELL

THRALL WIZARDS MAY HAVE	
SHIELDS	10 PER BAND
LIGHT ARMOUR	20 PER BAND
HEAVY ARMOUR	30 PER BAND
ADDITIONAL HAND WEAPONS	10 PER BAND
DOUBLE HANDED WEAPONS	20 PER BAND
ADDITIONAL HAND WEAPON	10
DOUBLE HANDED WEAPON	10

TZAANGOR

Beastmen make particularly good servants for the Sorcerers of the Thousand Sons. They are especially powerful warriors and so are often recruited as guards and fighters. Over the many thousands of years that the Thousand Sons have lived on the Planet of the Sorcerers a substantial population of Tzaangors has grown up, forming a subordinate warrior caste. Although some Tzaangor have joined the nomadic Warbands of the planet's surface, they are relatively few. The Sorcerers treat their guardians well and reward those that stay in their service.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
BEASTMAN	4	4	3	4	5	2	3	1	7	6	7	6

MAXIMUM IN ARMY	UNLIMITED
POINTS COST	10 EACH
MODELS PER UNIT	5 OR MORE
EQUIPMENT	HAND WEAPON

CHAOS ATTRIBUTES — Up to D6-3
All the Beastmen in the unit can be given up to the number of attributes rolled - they can always be given less if you prefer. All Beastmen in the unit can be given the same attributes, or you can roll individually for the number and type of attributes.

ANY MODEL MAY HAVE — Any members of the unit may be equipped with the following additional equipment at the points cost shown.

CHAINSWORD	2 POINTS PER MODEL
LAS PISTOLS	1 POINT PER MODEL
BOLT PISTOLS	2 POINTS PER MODEL
PLASMA PISTOLS	5 POINTS PER MODEL

ANDY CURRIE

CHAOS SPAWN

Each Chaos Spawn is created by randomly generating a creature from either the Starting Profile Table or the Universal Creatures Table, and giving it D6+6 random Chaos Attributes. Spawn are organised into packs which function exactly like units - any psychology or other unit type tests use the lowest value among the pack. If Spawn have different movement rates then the whole unit moves at the speed of the slowest, except that Spawn with a movement characteristic of 0, 1, or 2 can be carried along by the pack so long at there are at least 2 faster Spawn for every Spawn carried. Spawn may be led by an independent Champion of Chaos, and then take psychology and rout tests using his characteristics (as they are subject to stupidity they really need a good leader to function effectively). A force can contain up to 3 packs of Spawn, each pack can be of unlimited size.

MAXIMUM IN ARMY	UP TO 3 UNITS
POINTS COST	25 PER SPAWN
MODELS PER UNIT	UNLIMITED
PSYCHOLOGY	Chaos Spawn are subject to the rules for stupidity

CHAOS HOUNDS

Chaos Hounds are prized as hunters and fighting animals. The Sorcerers of the Thousand Sons enjoy hunting down stragglers from the nomadic Warbands that roam the barren surface of the Planet of the Sorcerers. These creatures also accompany the Renegades into battle, snapping and biting their masters' enemies.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAOS HOUND	6	4	0	4	4	2	4	2	6	4	6	6

MAXIMUM IN ARMY	UNLIMITED
POINTS COST	25 EACH
MODELS PER UNIT	5 OR MORE
EQUIPMENT	NONE

CHAOS ATTRIBUTES — Up to D6-3
All the Hounds in the unit can be given up to the number of attributes rolled - they can always be given less if you prefer. All Hounds in the unit can be given the same attributes, or you can roll individually for the number and type of attributes.

CHAOS CULTISTS

The great glowing eye that revolves on top of the Tower of the Cyclops can see into the material universe where its attentions are naturally drawn towards the psychic covens of Tzeentch Cultists. In this way the Chaos Cultists actually attract the forces of Chaos Renegades, providing the navigational lure by which the Renegades are able to move into the Imperium. When the Chaos Renegades reach their target planet they may be joined by local cultists, who often rely upon the aid of Chaos Renegades to stage either raids or full scale uprisings against the authorities. Cults can also take root among local defence forces, in which cases they look like and are armed in a similar way to conventional planetary troopers. Most cultist groups consist of a mixture of differently armed and equipped troops.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CULTISTS	4	3	3	3	3	1	3	1	7	7	7	7

MAXIMUM IN ARMY — UNLIMITED
POINTS COST — 10 EACH
MODELS PER UNIT — 5 OR MORE

CHAOS ATTRIBUTES — Up to 1
All the Cultists in the unit can be given a single Chaos Attribute if you wish. All Cultists in the unit can be given the same attribute, or you can roll separately for each model.

EQUIPMENT — A typical Chaos Cult force is armed in a fairly irregular way, although it is possible to upgrade the force with better and more consistent weapons as indicated opposite. The basic unit is armed as indicated on the table below. In each case the proportion shown is the maximum proportion of the unit that may be so equipped. For example, in a unit of 5 men 1 can carry a lasgun, 1 a laspistol, 1 a bolt pistol and the remaining 2 must make do with swords or clubs. There is nothing to stop you arming one model with several weapons so long as the proportions are adhered to.

GARY HARROD

Equipment	Maximum Proportion of Unit that may be so equipped	Example 5 man unit	Example 10 man unit
Flak Armour	Half	2	5
Lasgun	Third	1	3
Laspistol	Third	1	3
Bolt Pistol	Third	1	3
Sword/club/axe	All	5	10

A UNIT MAY HAVE — The entire unit of Cultists may substitute its basic weaponry for one or more of following weapons at the cost shown. The cost must be paid for every single model in the unit- even if a model is to be subsequently re-equipped as indicated below.

LASGUNS	1 POINT PER MODEL
BOLT PISTOLS	1 POINT PER MODEL
CHAINSWORDS	1 POINT PER MODEL

A UNIT MAY HAVE — The entire unit may have the additional equipment at the points cost shown. The points must be paid for every model in the unit, even if a portion of the unit is already so equipped.

BIKES	15 POINTS PER MODEL - Bikes have twin forward firing bolters
FLAK ARMOUR	1 POINT PER MODEL

ONE MODEL MAY HAVE — One model in the unit may substitute his weapons for one of the weapons listed below at the points cost indicated.

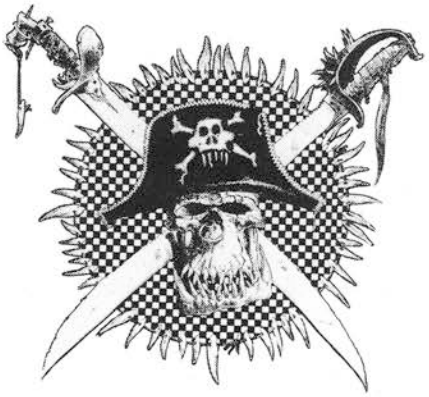
MISSILE LAUNCHER	50 (+ FRAG AND SUPER KRAK MISSILES)
FLAMER	5
MELTAGUN	5
PLASMA GUN	5
HEAVY PLASMA GUN	75
HEAVY BOLTER	15
LASCANNON	90

ONE MODEL MAY HAVE — One model in the squad may substitute his weapons for a single item of the equipment selected from the Technological Equipment Table up to a maximum value of D10 x 10 points (10-100).

SIMS

ORK FREEBOOTERS MOB

Ork Freebooters are roving bands of Ork bandits, renegades and other outcasts from Ork society. They will join almost any army that is willing to put up with them, fighting in return for loot, money or captives.



	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
FREEBOOTER KAPTIN	4	5	4	4	5	2	4	1	8	7	8	8
FREEBOOTER BOYZ	4	3	3	3	4	1	2	1	7	6	7	7

MAXIMUM IN ARMY 1 MOB

POINTS COST 75 POINTS FOR KAPTIN + 5 BOYZ
10 POINTS PER ADDITIONAL BOY

MODELS PER UNIT 6 OR MORE

EQUIPMENT FLAK ARMOUR
SWORD, AXE, CLUB or KNIFE
BOLT PISTOL or BOLTGUN

ONE MODEL MUST HAVE One of the following weapons at the points cost shown.

AUTOCANNON	35 POINTS
GRENADE LAUNCHER	15 POINTS
HEAVY BOLTER	15 POINTS
HEAVY PLASMA GUN	75 POINTS
HEAVY STUBBER	10 POINTS
LASCANNON	90 POINTS
MULTI-MELTA	50 POINTS
MISSILE LAUNCHER	30 POINTS
With FRAG	1 POINT
With SUPER KRAK	20 POINTS
With MELTA	4 POINTS
With SMOKE	1 POINT

A UNIT MAY HAVE The entire unit may have the additional equipment at the points cost shown - all Orks must be equipped with the additional item/s including the Kaptin and Ork armed with a heavy weapon. Stikkbomz are characteristic stick-shaped Ork grenades.

BOLT PISTOL	1 POINT PER MODEL
CHAINSWORD	2 POINTS PER MODEL
POWERSWORD	7 POINTS PER MODEL
FRAG STIKKBOMZ	1 POINT PER MODEL
MELTA STIKKBOMZ	4 POINTS PER MODEL
JUMP PACKS	2 POINTS PER MODEL
PLASMA GUN	5 POINTS PER MODEL
POWERGLOVE	15 POINTS PER MODEL
PLASMA-PISTOL	5 POINTS PER MODEL
KRAK STIKKBOMZ	2 POINTS PER MODEL
SMOKE STIKKBOMZ	1 POINT PER MODEL

PAUL BONNER

CHAOS SQUATS

During the Heresy some Squat Homeworlds supported Horus and sent Brotherhood forces to join his armies. These forces were driven into the Eye of Terror after the fall of Horus, where they settled on many scattered worlds. As a consequence, many of the worlds in the Eye of Terror have Squats living on them, as well as humans and Beastmen, and they fight alongside and may eventually become Chaos Champions much as humans and other creatures. In addition there are some worlds in the Eye of Terror which are populated almost entirely by Squats, the descendants of entire Squat Brotherhoods that took refuge there many years ago. Most of these worlds lie on the south-eastern fringe of the Eye of Terror, the portion closest to the Squat Homeworlds clustered towards the galactic core. These worlds are much like the Homeworlds, and the Chaos Squats have replicated their ancient culture, but added to it an unstinting devotion to the Chaos Powers.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
CHAOS SQUAT	3	4	3	33	4	1	2	1	9	7	9	9

MAXIMUM IN ARMY	UNLIMITED
POINTS COST	130 PER SQUAD OF 5
MODELS PER UNIT	5
EQUIPMENT	FLAK ARMOUR LASGUN or 2 LASPISTOLS or 2 BOLT PISTOLS FRAG GRENADES KRAK GRENADES

CHAOS ATTRIBUTES	Up to D6-3 All the Squats in the unit can be given up to the number of attributes rolled - they can always be given less if you prefer. All Squats in the unit can be given the same attributes if you wish, or you can roll individually for the number and type of attributes.
ANY UNIT MAY	The entire Squad may substitute its basic armament for one of the following weapons at the cost shown.
BOLTGUNS	5
ANY OR ALL MODELS MAY	Substitute their basic weapons for one of the following weapons at the cost shown.
HEAVY BOLTER	15 POINTS EACH
2 BOLT PISTOLS	FREE
CHAINSWORD	3 POINTS EACH
A UNIT MAY HAVE	The entire Squad may be equipped with the following additional equipment at the points cost shown.
CHAINSWORDS	15
MELTA BOMBS	40
BIKES	100 Including twin forward firing bolters

VEHICLES AND SUPPORT WEAPONS

The Thousand Sons are Sorcerers whose powers lie in the realms of magic rather than the prosaic domain of machinery. Some equipment is captured during their raids, but as very few of these weapons or vehicles are properly maintained they rarely last for long and so are never numerous. Occasionally a Sorcerer devotes himself to the study of machinery and technology, and may produce a series of eccentric and highly experimental vehicles or weapons for his troops to try out.

The Renegades may include up to 1 vehicle or support weapon for every Chaos Champion in the army. These items may be chosen from the summary list below at the points value indicated. New vehicles and support models will invariably be made by Citadel and these too may be included in the Renegade force. Vehicles include human crews and support weapons include human operatives. Vehicles may alternatively be given to Champions or Warbands to ride in if they prefer.

MAXIMUM IN ARMY 1 PER CHAMPION

VEHICLE	POINTS COST
BIKE WITH TWIN FORWARD-FIRING BOLTERS	20
LAND SPEEDER	75
RHINO	50
LAND RAIDER	300
SENTINEL	75
THUDD GUN	50
MOLE MORTAR	60
RAPIER	100
TARANTULA	100

KEVIN WALKER

CHAMPIONS

MAXIMUM IN ARMY: UNLIMITED

POINTS COST: 100 EACH

The Renegade Force may include as many independent Champions as the player wishes to purchase at a cost of 100 points each. The profiles, attributes, and all other details of Champions are determined randomly using the D1000 chart already given for Champions of Tzeentch in the Chaos Army of Tzeentch section. Note that for Warhammer 40,000 the +1, +2, and +3 bonuses given with the leadership, intelligence, cool, and will power characteristics are ignored. Dwarf characters are Chaos Squats, while Elves are Eldar trapped inside the Eye of Terror from the time before the fall of their race.

Players who prefer to randomly generate their own Champions may do so if they wish. Create a Champion in the normal way and award him up to D6 random Chaos Attributes - you can always choose to give the model less attributes than the total rolled, but he must have at least D3 (ie the attributes which came with his Mark of Chaos). Remember to give the Champion one free randomly generated magic item.

In addition to any equipment generated randomly along with the Champion, the model may be equipped with a futher D6 points worth of equipment chosen from the Technological Equipment Table.

Malagor Auramagma raised his arm and prepared to send another fire ball against the Wyvern. Shivers of agony wracked his wounded body as he summoned the inner strength, and then the whole world seemed drenched in scarlet as raw red energy distilled in the air about him and a ball of searing death shot towards the enraged creature of Chaos. The blast knocked Malagor to his feet and for a moment he lost consciousness. The sour irony of it almost made him laugh. To die like this on the Planet of the Sorcerers which he had considered his home these past years. How many years? He did not know: a thousand, ten thousand, or more years had passed since he had fought under the Emperor's banner as a Captain of the Thousand Sons Space Marines. As a Sorcerer Champion of Tzeentch he had enjoyed power unimaginable to mortals. But it was not enough - he needed to fight and taste death in order to feel truly alive. That was why he hunted the Chaos Creatures that roamed the wastes around his fortress. The danger presented by hunting down and confronting these creatures gave him a sense of purpose, there was nothing to compare with it except combat against other living, thinking warriors. His head swirled with the memory of innumerable wars and endless confrontations such as the one he fought now. He struggled to his feet only to be knocked to the ground once more by a blow from the thick, scaly tail of the Wyvern. Malagor rolled away and used the impetus to regain his feet. He crouched like a finely balanced cat, instantly prepared to defend himself or, should opportunity present itself, to attack, but could see that the creature was dying. Aimlessly its claws and tail thrashed the air and its tooth studded jaws snapped at an imaginary foe. The Wyvern's tail had caught Malagor a final misdirected blow, but he had suffered no serious harm. Once again he had stared into the brink of death and yet triumphed over it in the end.

PAUL CAMPBELL

CREATURES OF CHAOS

MAXIMUM IN ARMY: UNLIMITED

POINTS COST: 200 POINTS PER ROLL

The Renegades of Tzeentch may be accompanied by Creatures of Chaos, Undead, Ethereal Creatures, and other Creatures generated from the chart in the Chaos Army of Tzeentch section. Refer to this chart for special rules and comments regarding the inclusion of these creatures in your force.

REALM OF CHAOS

THE LOST AND THE DAMNED

SUMMARY

This section summarises all the most important charts and tables from both volumes of Realm of Chaos: Slaves to Darkness and The Lost and the Damned. These summary tables enable players to find all the most important information contained in this book without having to thumb through every page in search of a particularly elusive chart. Players should still refer to the main text for complete explanations of the rules.

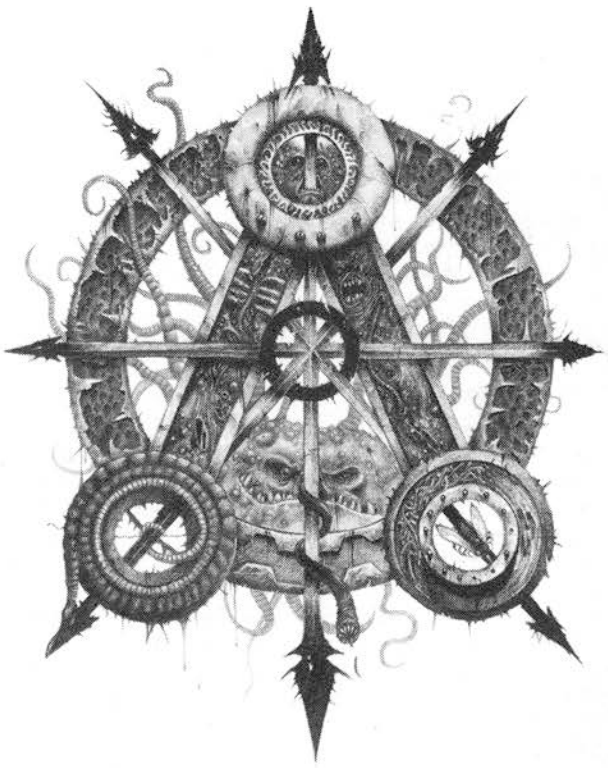
The Attributes Summary Table provides the most important details of the many Chaos Attributes described in full in Slaves to Darkness, however it would be impossible to summarise all the details of the Chaos Attributes and for this reason we recommend that players have access to a copy of Slaves to Darkness as well as The Lost and the Damned. Keen players of Realm of Chaos will notice that we have taken the opportunity to slightly revise the Followers Table, so the updated version printed here is slightly different to that in the Slaves to Darkness volume.

It is recommended that players photocopy the Champions and Warband record sheets from the front of this book - the record sheets are provided specifically to copy and we have no objection to players making photocopies of these record sheets for use in their own games. If your Champion prospers and acquires many Chaos Attributes, Gifts, and followers, then you may have to add a further sheet of paper to the basic record sheet. The sheer diversity and occasional complexity of the Chaos Champion's personal details and those of his followers makes it impossible to produce a fully comprehensive record sheet - so be prepared to redraw your record sheets and add a few extra pages occasionally.

Don't forget to keep any details of Champions who progress to become Daemon Princes as such characters can be used later as Patrons for your new Champions. It is a good idea to draw up file cards for these Daemon Princes as this provides a very neat and convenient way of storing information until it is needed.

At the very back of this book you will find a Warhammer Fantasy Battle playsheet. Whilst in no way a substitute for owning the rule book, this provides all the essential charts and main rules used in Warhammer Fantasy Battle. We recommend making up a supplementary sheet with all the special rules pertaining to your army written on it - this is especially important if you are using unusual troops which are subject to various special rules such as the Chaos Daemons described in Realm of Chaos.

STARTING PROFILES TABLE 280
VICTORY POINTS TABLE 281
MARKS OF THE CHAOS POWERS 281
ATTRIBUTES SUMMARY TABLE 282
GIFTS OF THE CHAOS POWERS 284
REWARDS OF CHAOS 285
MAGIC ITEMS OF THE CHAOS POWERS 286
FOLLOWERS REWARDS 286
RANDOM MAGIC ITEMS TABLE 287
BEASTMEN FOLLOWERS TABLE 288
MINOTAUR FOLLOWERS TABLE 289
RETINUE TABLE 290
CASUALTY RECOVERY 292
SENSEI TABLES 293
UNIVERSAL CREATURES TABLE 294
EQUIPMENT TABLES 296



STARTING PROFILES TABLE

01-20 CHAOS DWARF: Roll D100

D100	Result	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-35	Chaos Dwarf	3	4	3	3	4	1	2	1	9	7	9	9
36-50	Dwarf 5 Hero	3	5	4	4	4	1	3	2	9	7	9	9
51-55	Dwarf 10 Hero	3	6	4	4	5	2	3	3	10+1	7	9	9
56-60	Dwarf 15 Hero	3	6	4	4	5	3	4	3	10+2	7	10+1	10+1
61-62	Dwarf 20 Hero	3	7	4	4	5	4	5	4	10+3	7	10+1	10+1
63	Dwarf 25 Hero	3	7	5	4	5	4	5	4	10+3	9+2	10+2	10+2
64-78	Dwarf 5 Wizard	3	5	3	4	4	1	2	1	9	8+1	10+1	10+1
79-88	Dwarf 10 Wizard	3	5	3	4	4	2	3	1	10+1	9+2	10+1	10+2
89-93	Dwarf 15 Wizard	3	6	3	4	5	3	3	1	10+2	9+2	10+2	10+2
94-98	Dwarf 20 Wizard	3	6	4	4	5	4	4	1	10+2	10+3	10+2	10+3
99-00	Dwarf 25 Wizard	3	7	5	4	5	4	5	1	10+3	10+3	10+3	10+3

21-35 DARK ELF: Roll D100

D100	Result	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-30	Dark Elf	5	4	4	3	3	1	6	1	8	9	9	8
31-50	Elf 5 Hero	5	5	5	4	3	1	7	2	8	9	9	8
51-60	Elf 10 Hero	5	6	5	4	4	2	7	3	9+1	9	9	8
61-63	Elf 15 Hero	5	6	5	4	4	3	8	3	10+2	9	10+1	9+1
64	Elf 20 Hero	5	7	5	4	4	4	9	4	10+3	9	10+1	9+1
65	Elf 25 Hero	5	7	6	4	4	4	9	4	10+3	10+2	10+2	10+2
66-85	Elf 5 Wizard	5	5	4	4	3	1	6	1	8	10+1	10+1	9+1
86-95	Elf 10 Wizard	5	5	4	4	3	2	7	1	9+1	10+2	10+1	10+2
96-98	Elf 15 Wizard	5	6	4	4	4	3	7	1	10+2	10+2	10+2	10+2
99	Elf 20 Wizard	5	6	5	4	4	4	8	1	10+2	10+3	10+2	10+3
00	Elf 25 Wizard	5	7	6	4	4	4	9	1	10+3	10+3	10+3	10+3

36-95 HUMAN: Roll D100

D100	Result	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-35	Human	4	3	3	3	3	1	3	1	7	7	7	7
36-50	Human 5 Hero	4	4	4	4	3	1	4	2	7	7	7	7
51-60	Human 10 Hero	4	5	4	4	4	2	4	3	8+1	7	7	7
61-65	Human 15 Hero	4	5	4	4	4	3	5	3	9+2	7	8+1	8+1
66-67	Human 20 Hero	4	6	4	4	4	4	6	4	10+3	7	8+1	8+1
68	Human 25 Hero	4	6	5	4	4	4	6	4	10+3	9+2	9+2	9+2
69-83	Human 5 Wizard	4	4	3	4	3	1	3	1	7	8+1	8+1	8+1
84-93	Human 10 Wizard	4	4	3	4	3	2	4	1	8+1	9+2	8+1	9+2
94-98	Human 15 Wizard	4	5	3	4	4	3	4	1	9+2	9+2	9+2	9+2
99	Human 20 Wizard	4	5	4	4	4	4	5	1	9+2	10+3	9+2	10+3
00	Human 25 Wizard	4	6	5	4	4	4	6	1	10+3	10+3	10+3	10+3

96-00 OTHER RACE: Roll D100

D100	Result	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-15	Beastman	4	4	3	3	4	2	3	1	7	6	7	6
16-21	Centaur	8	3	4	4	3	2	3	2	7	7	7	7
22-24	Fimir: Finn	4	4	3	4	5	2	3	2	6	5	6	6
25-27	Fimir: Shearl	4	3	1	4	3	2	2	1	6	5	6	6
28-35	Goblin	4	2	3	3	3	1	2	1	5	5	5	5
36-41	Dragon-Ogre	6	4	2	5	5	4	2	3	7	4	7	7
42-47	Hobgoblin	4	3	2	3	4	1	3	1	7	6	6	6
48-55	Human Were	Roll on Human Table for starting profile											
56-59	Lizardman	4	3	3	3	4	2	1	1	9	5	9	9
60-68	Minotaur	6	4	3	4	4	3	3	2	9	5	7	6
69-80	Orc	4	3	3	3	4	1	2	1	7	5	7	7
81-93	Skaven	5	3	3	3	3	1	4	1	6	6	5	7
94-96	Slann	4	3	2	3	4	1	3	1	8	7	9	9
97-00	Zoat	7	5	3	4	5	3	5	2	10	9	9	9

VICTORY POINTS TABLE

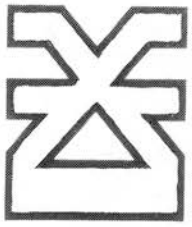
The victory points system replaces the normal system of rewards. The reason we use VPs is simply to allow smaller fractions of a reward: 10 VPs = 1 reward. When a Champion has 10 or more VPs he automatically gains one reward for every 10 VPs. Any excess VPs are recorded and held over until the following game. This chart replaces the Earned Rewards Table in *Slaves to Darkness*.

Action	VPs
Surviving the game and on the winning side	5
Surviving the game and on the losing side	3
Slaying a Greater Daemon of another Chaos Power	9
Slaying a personal enemy	2
Slaying an arch enemy	6
Khorne	
Slaying a wizard	5
Slaying a follower of Slaanesh other than a Champion	1
Slaying a Champion of Slaanesh	9
Slaying any other Champion of Chaos	2
Slaanesh	
Slaying an enemy by means of magic	1
Slaying a follower of Khorne other than a Champion	1
Slaying a Champion of Khorne	9
Slaying an enemy using Acquiescence or Beam of Slaanesh spells	5

Action	VPs
Nurgle	
Infecting an enemy with a disease other than Nurgles Rot	1
Infecting an enemy with Nurgles Rot	5
Slaying a follower of Tzeentch	1
Slaying a Champion of Tzeentch	9
Tzeentch	
Slaying a follower of Nurgle	1
Slaying a Champion of Nurgle	9
Slaying an enemy using Transformation spell	1
Slaying a personal or arch-enemy	double VPs acquired in this battle

Note that 'slaying' an enemy in a game does not necessarily mean that the enemy is dead - the casualty must still roll on the Recovery Charts to determine what has happened. Victory points are awarded when enemy are slain during the game - it does not matter if casualties subsequently prove to be alive.

MARKS OF THE CHAOS POWERS



The Mark of Khorne

The new Champion of Khorne receives a suit of *Chaos Armour* from his Patron. Chaos Armour has a D6 saving throw of 4+ and is effective even against magic attacks from daemons or magic weapons. If the Champion is a Wizard he immediately loses his highest magic level, all spells from that level, and 3D6 points from his power level. The Champion of Khorne also receives a random Chaos Attribute.

The Mark of Slaanesh

The new Champion of Slaanesh becomes more self-assured and determined. His will power is increased by +1 to show this. The Champion also receives a single random Chaos Attribute.

The Mark of Nurgle

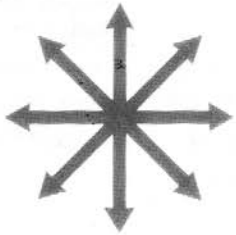
The new Champion of Nurgle grows in height and girth until his physique is impressively robust as befitting his status. His toughness is increased by +1 to indicate his improved constitution. The Champion also receives a random Chaos Attribute.

The Mark of Tzeentch

The new Champion of Tzeentch receives a random magic item from his Patron - see the *Summary Section* for the complete random magic item chart. It is possible that the Champion is unable to use the item generated - the item must be retained none the less, as to refuse the Mark of Tzeentch invites immediate destruction. The Champion also receives D3 random Chaos Attributes - as the Lord of Change Tzeentch is inclined to mark his Champion with mutating effects.

The Mark of Undivided Chaos

If the new Champion chooses to worship Chaos in its undivided glory, rather than a specific Chaos Power, then he receives a random Reward from the Chaos Rewards Table. He also receives a random Chaos Attribute.



If the Champion's Mark of Chaos gives him an attribute which turns him into a Chaos Spawn the result should be re-rolled. For example, *Chaos Spawn* and *Mindless*. A Champion's Mark of Chaos cannot increase his leadership, intelligence, cool or will power to more than 10.

ATTRIBUTES SUMMARY TABLE

Where possible to do so, any change to the character's profile resulting from the Chaos Attribute is given. Where it is not possible to briefly summarise any possible changes, you are referred to the main charts in *Slaves to Darkness*. This summarised version of the Chaos Attributes is especially useful for randomly creating Champions or Chaos Creatures, where it is not always convenient to keep flicking through the main book. Any special rules can always be checked against the main book once the Chaos Attributes have been listed and their effects on the model's characteristic noted.

Fear points are noted separately and their effect depends upon the total accrued.

Less than 3	No effect.
3 or more	The Champion may ride any large fear-causing monster from his retinue.
5 or more	The Champion is immune to fear, except when caused by an enemy daemon.
10 or more	The Champion is immune to fear and causes fear in all living enemy creatures.

D100	Chaos Attribute
001-005	**Acid Excretion.** T+1/2, FP+1. Opponent suffers S5 hit if fails to hit. Destroys weapons and armour on combat hits.
006-010	**Additional Eye.** FP+1.
011-015	**Agility.** I+3.
016-020	**Albino.** T-1/2.
021-025	**Alcoholism.** M-1. Establish if affected on D6 roll of 6 at start of game.
025-030	**Atrophy.** See main chart.
031-040	**Beaked.** A+1, FP+1.
041-175	**Bestial Face.** FP+1, see main chart.
176-180	**Beweaponed Extremities.** S+1, I-1. Opponent's save -1, FP+1.
181-185	**Big Ears.**
186-190	**Bird's Feet.** T+1/2.
191-195	**Black Skin.** FP+1.
196-200	**Blood Rage.** T+1, see main chart.
201-210	**Blood Substitution.** See main chart.
211-215	**Breathes Fire.** FP+1.
216-220	**Brightly Patterned Skin.**
221-225	**Bulging Eyes.**
226-230	**Burning Body.** T+1, FP+3. Extra S4 hit, enemy -2 to hit, enemy striking a hit suffers S2 hit on D6 roll of 1-3. Lose all non-magical armour and weapons.
231-240	**Chaos Lord.** 2 rolls of the Retinue Table, acquire each of following on D6 roll of 4, 5 or 6: Chaos Armour, 1 magic level, D6 attributes, Daemon Weapon. Also Characteristic Change, see main chart.
241-250	**Chaos Spawn.** D6 attributes, stupidity.
251-260	**Chaos Were.** See main chart.
261-270	**Cloud of Flies.** Opponents -1 to hit.
271-280	**Cloven Hooves.**
281-285	**Cowardice.** Clx1/2, Cl test needed to charge, fear opponents who outnumber.
286-290	**Crest.**
291-305	**Crossbreed.** FP+1, See main chart.
306-315	**Crown of Flesh.** FP+1.
316-320	**Crystalline Body.** T=6, W=1. T and W permanent. FP+2.
321-325	**Dimensional Instability.** Instability.
326-330	**Duplication.**
331-335	**Elastic Limbs.**
336-340	**Enormously Fat.** Mx1/2, T+1, I-1.
341-345	**Enormous Noise.**
346-355	**Evil Eye.** FP+1.
356-365	**Extra Joints.** D6:1-3 Arms I+1; 4-5 Legs M+1; 6 Both I+1 and M+1.
366-370	**Extremely Thin.** Tx1/2.
371-380	**Eyestalks.** FP+1.
381-390	**Fangs.** A+1, FP+1.
391-395	**Fast.** Mx3.
396-400	**Fear of Blood.**
401-405	**Feathered Hide.**
406-410	**Featureless Face.** FP+1.
411-415	**Fits.**
416-420	**Flaming Skull Face.** FP+1.
421-425	**Furry.**
426-440	**GM's Choice or re-roll.**
441-450	**Growth** D3+1 time original size
451-455	**Headless.** FP+1.
456-460	**Hideous Appearance.** FP+10.
461-465	**Hopper.** Mx1/3.
466-475	**Horns.** A+1 (Gore), FP+1.
476-480	**Horrible Stench.**

Size	M	WS	SW	T	W	I	FP
x2	x1+	-	+2	+1	x1+	-1	1
x3	x2	-1	+3	+2	x2	-3	2
x4	x2 1/2	-2	+4	+3	x2 1/2	-5	3

D100	Chaos Attribute
481-485	**Huge Head.** FP+1.
486-495	**Hunchback.** FP+1.
496-500	**Hypnotic Gaze.**
501-505	**Illusion of Normality.** FP+1.
506-510	**Invisibility.**
511-515	**Iron Hard Skin.** FP+1, +3 armour saving throw.
516-525	**Irrational Fear.**
526-535	**Irrational Hatred.**
536-540	**Levitation.**
541-550	**Limb Loss.** See main chart.
551-560	**Limb Transference.** FP+1.
561-565	**Long Legs.** M+1, FP+1.
566-570	**Long Neck.**
571-575	**Long Nose.**
576-580	**Long Spines.** FP+1.
581-585	**Mace Tail.** A+1 (Tail).
586-590	**Magic Immune.**
591-595	**Magic Resistant.**
596-600	**Magician.**
601-605	**Mane of Hair.**
606-610	**Manic Fighter.** Hates enemy within 12".
611-615	**Manikin.** FP+2.
616-620	**Massive Intellect.** Int+2.
621-630	**Mechanical Man.** See main chart.
631-635	**Mercreature.** M=1 on land. FP+1.
636-640	**Metal Body.** WSx1/2, BSx1/2, S+3, T=7, FP+3.
641-645	**Mindless.** Int=0.
646-655	**Moronic.** Int-2.
656-665	**Multiple Arms.** A=1, T+1/2 per extra arm.

D6	Arms
1	1
2-4	2
5	3
6	4

666-675	**Multiple Heads.**

D6	Heads
1-5	1
6	2

T+1/2 per head, Minimum A + no. of heads.

676-680	**Multiplication.**
681-685	**One Eye.** BSx1/2.
686-700	**Overgrown Body Part.** See main chart.
701-705	**Pin Head.** Int-2, stupidity, FP+1.
706-715	**Plague Bearer.** See main chart.

D100	Chaos Attribute
716-720	**Pointed Head.** Int-1.
721-725	**Poisonous Bite.** A+1 (Bite).
726-730	**Powerful Legs.** Leaps up to +M.
731-735	**Prehensile Tail.** A+1 (weapon or tail).
736-745	**Pseudo-daemonhood.** See main chart.
746-750	**Puny.** Sx1/4, Tx1/4.
751-755	**Quadruped/Biped.** Mx1/2 or Mx2. See main chart.
756-760	**Rapid Regeneration.**
761-765	**Razor Sharp Claws.** A+1 (claw).
766-770	**Rearranged Face.** FP+1.
771-775	**Regeneration.**
776-780	**Resilient.** T+1.
781-790	**Rotting Flesh.** FP+1.
791-795	**Scaly Skin.** Armour saving throw +1, FP+1.
795-805	**Scorpion Tail.** A+1, FP+1.
806-810	**Short Legs.** Mx1/2.
811-820	**Shrink.** See main chart.
821-825	**Siamese Twin.** Mx1/2 FP+1. See main chart.
826-830	**Silly Voice.** FP-1.
831-835	**Silly Walk.** M-1, FP-1.
836-840	**Skull Face.** FP+1.
841-845	**Snake Tail.** A+1 (S1). FP=1.
846-850	**Spits Acid.**
851-855	**Strong.** S+3.
856-860	**Suckers.** FP+1.
861-865	**Tail.**
866-880	**Technology.** Int+2, FP+1, see main chart.
881-885	**Telekinesis.**
886-890	**Teleport.**
891-895	**Temporal Instability.**
896-920	**Tentacles.** FP+1.
921-925	**Transparent Skin.** FP+3.
926-930	**Uncanny Resemblance.**
931-940	**Uncontrollable Flatulence.**
941-945	**Vampire.**
946-950	**Vividly Coloured Skin.**
951-955	**Walking Head.** FP+1.
956-960	**Warp Frenzy.** See main chart.
961-965	**Warty Skin.** Armour saving throw +1.
966-970	**Weapon Master.** WS or BS+6.
971-975	**Wings.** See main chart.
976-985	**Zoological Mutation.** See main chart.
986-000	**Invent your own or re-roll.**

GIFTS OF THE CHAOS POWERS

GIFTS OF NURGLE

01-06	Face of Nurgle
07-15	Biting Tongue
16-20	Face of Plaguebearers
21-24	Face of a Beast
25-30	Immensity
31-38	Nurgles Rot
39-44	Horns of Nurgle
45-49	Plague
50-57	Hide of Nurgle
58-63	Crossbreed with Beast
64-71	Nurgling Infestation
72-78	Familiar
79-84	Trail of Slime
85-93	Rune of Nurgle
94-97	Daemonic Name
98-00	Chaos Attribute

GIFTS OF TZEENTCH

01-06	Face of Tzeentch
07-15	Face of a Lord of Change
16-22	Face of Horror
23-27	Ecstatic Duplication
28-33	Hand of Tzeentch
34-39	Flaming Arm
40-44	The Gift of Magic
45-50	Reckoning of Tzeentch
51-55	Crossbreed with Flamer
56-62	Familiar
63-69	Wings
70-77	Changing of the Ways
78-84	Withering Gaze
85-93	Rune of Tzeentch
94-97	Daemonic Name
98-00	Chaos Attribute (D3)

STARCHILD REWARDS

01-10	Protector
11-15	Daemon Slayer
16-30	Sword Master
31-45	Marksman
46-55	Endurance
56-60	Athletic
61-65	Rescuer
66-75	Never Kills
76-80	Heroic Name
81-85	Master of Disguise
86-90	Redeemer
91-00	Apotheosis

GIFTS OF SLAANESH

01-03	Face of Slaanesh
04-08	Face of a Keeper of Secrets
09-14	Face of a Daemonette
15-20	Face of a Fiend
21-25	Face of a Mount of Slaanesh
26-35	Crablike Claw
36-50	Hermaphrodite
51-55	Ensnaring Tongue
56-65	Characteristic Gain
66-73	Familiar
74-81	Crossbreed
82-86	Horns of Slannesh
87-91	Musk
92-96	Razor-edged Tail
97	Mark of Slaanesh
98	Daemonic Name
99-00	Chaos Attribute

JOHN BLANCHE

GIFTS OF KHORNE

01-03	Face of Khorne
04-06	Face of a Bloodthirster
07-10	Face of a Bloodletter
11-15	Face of a Fleshhound
16-20	Face of a Juggernaut
21-25	Skin of Khorne
26-28	Collar of Khorne
29-31	The Hand of Khorne
32	Mark of Khorne
33-36	Technology
37-40	Poisonous Bite
41-45	Regeneration
46-55	Frenzy
56-70	Crossbreed
71-80	Personality Loss
81-90	Aggression Bonus
91-97	Weapon Hand
98-99	Daemonic Name
00	Chaos Attribute

CHAOS REWARDS TABLE

This table is used to randomly generate a Chaos Reward for a Champion. Roll a D100 and consult the table below.

01-40 CHAOS ATTRIBUTE

The Champion receives a *Chaos Attribute*. Randomly generate the attribute from the *Chaos Attribute Tables*.

41-00 CHAOS GIFT

The Champion receives a *Chaos Gift*. Read the result from those below. If the Champion has a Chaos Patron he can exchange a gift rolled on this chart for a randomly rolled result from the appropriate Gift Table for his Patron. He is bound to accept the randomly rolled result even if it turns out to be a *Chaos Attribute*. The *Eye of God* cannot be re-rolled in this way, the Champion must stand in judgement before the Powers of Chaos as described

41-43 FRENZY

The Champion and all the current members of his Warband become subject to frenzy. Second and subsequent gifts of frenzy reduce cool by -1 to a minimum of 2.

44-48 DAEMON WEAPON

The Champion is gifted with a Daemon Weapon. A Champion can be gifted with up to two Daemon Weapons, but if he receives a third then the two already in his possession are merged into a single mighty blade. Unless the Champion is a follower of Khorne, he may forsake the Daemon Weapon in favour of a randomly generated magic item.

49-53 CHAOS ARMOUR

The Champion is gifted with Chaos Armour which confers a D6 saving throw of 4, 5 or 6. Chaos Armour is effective against magical attacks such as blows from daemons and magic weapons. Chaos Armour can be worn by a wizard without affecting his abilities in any way.

If the Champion already has Chaos Armour its saving throw is increased by +1. In addition, there is a chance the armour will become bonded to his body. On the D6 roll of a 4, 5 or 6 the armour fuses with the Champion's body, increasing his toughness by +1.

54-58 DAEMONIC STEED

The Champion is gifted with a Daemonic Steed to ride into battle. If the Champion has a Patron he may choose to ride his Patron's Daemonic Steed: a Jugger in the case of Khorne, a Mount of Slaanesh for Slaanesh, a Palanquin of Nurgle for Champions of Nurgle, and a Disc for Champions of Tzeentch. Alternatively, the Champion can choose a Chaos Steed as described in *WFB*.

The steed can be given Chaos Attributes if the player wishes. Roll a D6 to determine the maximum number of attributes the creature can have. The player may generate up to this number of Chaos Attributes. The player does not have to generate the full number of attributes or any at all if he does not wish to do so, however an attribute cannot be refused or exchanged once it has been generated.

A second or subsequent Daemonic Steed can be given to one of the Champion's retinue. Alternatively, it can be used to pull a chariot, or held in reserve to be used if the Champion's own steed is slain.

59-63 CHAOS SPAWN

The Champion is gifted with D6 Chaos Spawn to use in whatever manner he chooses, for example as mounts, fighters, beasts of burden, or to pull chariots. Generate the Spawn randomly using the *Creature Table* in the *Summary of Tables* section. Apply D6+6 randomly generated Chaos Attributes and reduce intelligence to 1.

Spawn are simple-minded creatures whose loyalty to their Champion is as absolute as it is endearing. So long as the Champion is alive they will obey his every command, but if he is slain they run riot, attacking the nearest creatures whether friend or foe. They will not attack each other unless there is no alternative target within charge range.

64-69 STRENGTH

The Champion is gifted with great strength! Add +3 to the Champion's strength up to a maximum value of 10.

70-85 GIFT OF THE GODS

The Champion has come to the special attention of his Chaos Patron assuming he has one. Refer to the Patron's Gift Table and randomly generate a gift from the Patron himself. The resulting gift cannot be refused, even it is a Chaos Attribute. If the Champion has no Patron then he cannot have a Gift of the Gods. The result is re-rolled - if *Gift of the Gods* is rolled for a second time then the Champion is rewarded with a Chaos Attribute instead.

86-90 DAEMONIC CREATURES

The Champion is gifted with D6 Chaos Hounds to follow him and his Warband into battle. If the Champion has a Chaos Patron then he can choose 1 of the creatures of his Patron instead of the Hounds: a Fleshhound for Khorne, a Fiend for Slaanesh, a Beast for Nurgle, and a Flamer for Tzeentch.

The creatures can be given Chaos Attributes if the player wishes. Roll a D6 to determine the maximum number of attributes the creature can have. The player may generate up to this number of Chaos Attributes. The player does not have to generate the full number of attributes or any at all if he does not wish to do so, however an attribute cannot be refused or exchanged once it has been generated.

91-00 THE EYE OF GOD

The Powers of Chaos turn their attentions to the Chaos Champion, weighing his deeds against his usefulness, and deciding what will be his fate. The Champion cannot refuse the Eye of God as he can other Gifts, but must stand before the Powers and receive his judgement.

1. If the Champion has 6 or more Gifts but less than 6 Chaos Attributes then the Champion has pleased his Patron. The Patron rewards his Champion with immortality. The Champion leaves the mortal world and becomes a Daemon Prince, sitting alongside his Patron in the Realm of Chaos.
2. If the Champion has 6 or more Chaos Attributes then the Patron decides his slave is no longer worthy to serve as one of his Champions. The Patron rewards his Champion by turning him into a Chaos Spawn.
3. If the Champion has less than 6 Gifts and less than 6 Chaos Attributes then his Patron reviews his progress with interest and allows the Champion to continue in his service. The Patron rewards the Champion by giving him a Chaos Weapon with 1 randomly determined property. If the Champion is a wizard he also receives +1 attack and +1 wound. Champions, other than wizards and Champions of Khorne, are given the powers of a wizard with a magic level of 1 and the associated number of spells and magic points. Champions of Khorne are given a Collar of Khorne plus a Fleshhound instead; second and subsequent gifts of collars may be passed on to a follower.

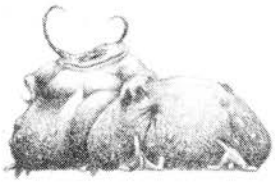
MAGIC ITEMS OF THE CHAOS POWERS

KHORNE

01-50	Collar of Khorne
51-00	Bloodstone

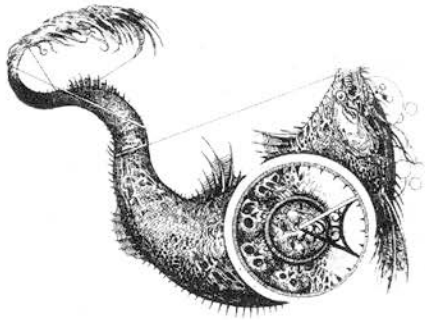
NURGLE

01-20	Staff of Nurgle
21-40	Death Head of Nurgle
41-60	Plague Banner
61-80	Pestilent Standard
81-00	Disease Banner



TZEENTCH

01-16	Globe of Change
17-30	Cordial of Tzeentch
31-44	Warpstone Charm
45-58	Rod of Tzeentch
59-72	Withering Eye Banner
73-86	Blasted Standard
87-00	Flesh Banner



FOLLOWERS REWARD TABLE

D100	Reward

01-80 CHAOS ATTRIBUTE

Randomly determine a single Chaos Attribute, using the Attributes Summary Table. If this Reward is given to a unit of followers rather than to a single model, apply the Chaos Attribute equally to all the models in the unit.

81-85 CHARACTERISTIC INCREASE

Add one to the follower's strength and toughness, up to a maximum value of 10.

86-90 CHAOS SPAWN

The follower or the members of the unit become Chaos Spawn, receiving an additional D6+6 personal Chaos Attributes (generated using the Attributes Summary Table). The followers may be kept in the Champion's service or thrown out of the retinue (ie removed from the game). If the Champion chooses to keep the Spawn, either he or another member of the retinue must act as their handler. See the section *Becoming a Chaos Spawn* in **Slaves to Darkness** for further information.

D100	Reward

91-95 MULTIPLE REWARDS

Roll on this table D4 times, and apply the results to the chosen follower or followers. You may apply the results to different followers each time, provided that you choose the recipient/s in advance of making each roll. For example, you could give several followers one reward each, or you could give all D4 rewards to a asingle follower, thus creating a powerful subordinate character.

96-00 SPECIAL REWARD

Roll once on the Chaos Rewards Table as if the chosen follower were a Champion. A *Chaos Attribute* Reward should be treated as a *Chaos Armour* Reward. This Reward may only be given to a single model, although the recipient may be chosen from a unit of followers if desired.

RANDOM MAGIC ITEM TABLE

This table provides a list of magic items and random generation numbers so that you can determine a random magic item using a D100. The basis for the chart is provided by the magic items described in Warhammer Armies, Slaves to Darkness and this volume - specific rules regarding the use of these items and their further generation are contained in these volumes. This list is complete at the time of publication other than deliberately excluding some items specific to certain troop types (including the daemonic standards and musical instrument). Magic Items associated with a Chaos Power have been put into their own sub-charts - a Champion of a particular Chaos Power may choose to generate a magic item from either the main chart or the specific chart of his patron. This is especially important in the case of Tzeentch, as followers of Tzeentch receive a random magic item as their master's Mark. Inevitably it is the case that new magic items will appear in future publications, or that existing items may be revised in due course. Keen players may wish to keep abreast of these changes by adding them into the charts.

D100	Magic Item
01-03	**Scroll.** The scroll contains 1 randomly generated magic spell with a magic level of 1
04-06	**Scroll.** The scroll contains 1 randomly generated magic spell with a magic level of 2.
07-09	**Scroll.** The scroll contains 1 randomly generated magic spell with a magic level of 3.
10-12	**Scroll.** The scroll contains 1 randomly generated magic spell with a magic level of 4.
13-15	**Ring.** The ring contains 1 randomly generated magic spell with a magic level of 1
16-18	**Ring.** The ring contains 1 randomly generated magic spell with a magic level of 2.
19-21	**Ring.** The ring contains 1 randomly generated magic spell with a magic level of 3.
22-24	**Ring.** The ring contains 1 randomly generated magic spell with a magic level of 4.
25-27	**Chaos Rune Sword.** The Chaos Sword has 1 randomly generated Chaos Weapon Property.
28-30	**Chaos Rune Sword.** The Chaos Sword has 2 randomly generated Chaos Weapon Properties.
31-33	**Chaos Rune Sword.** The Chaos Sword has D6 randomly generated Chaos Weapon Properties.
34-36	**Daemon Sword.** The Daemon Sword contains a Lesser Daemon of the character's own patron Chaos Power.
37-39	**Daemon Sword.** The Daemon Sword contains a Greater Daemon of the character's own patron Chaos Power.
40-42	**Daemon Sword.** The Daemon Sword contains a randomly generated Daemon Prince
43-45	**Chaos Armour.** Chaos Armour confers a D6 save of 4, 5 or 6. If the character already has Chaos Armour his saving throw is increased by +1. In addition there is a chance the armour will become fused to his body. On the D6 roll of a 4, 5 or 6 the armour fuses with the character's body increasing his toughness by +1.
46-48	**Familiar.** The familiar may appear as a tiny replica of his patron's servant daemon.

D100	Magic Item
49-60	**Magic Weapon**
01-06	Frostblade
07-12	Trance Sword
13-19	Enchanted Wound Sword
20-26	Hellhoned Blade
27-33	Sacred Blade
34-39	Exorcism Blade
40-46	Enchanted Strike Sword
47-52	Parasitic Blade
53-59	Parrying Blade
60-66	Fireblade
67-72	Degeneration Strike Sword
73-79	Mighty Strike Sword
80-86	Cursed Blade
87-93	Baneblade
94-00	Frenzied Blade
61-65	**Magic Missile**
01-14	Hail of Doom Arrow
15-28	Arcane Arrow
29-42	Wings of Death Arrow
43-56	Seeking Arrows
57-70	Blood Arrows
71-84	Arcane Bodkins
85-00	Hell Shafts
66-75	**Magic Armour**
01-08	Mithril Armour
09-16	Galvorn Armour
17-24	Magically Inscribed Armour
25-34	Spell Shield
35-42	Spell-tempered Armour
43-50	Blinding Glare
51-58	Talismanic Shield
59-68	Arcane Armour
69-76	Protective Rune Armour
77-84	Dragonhelm
85-92	Cold Steel Armour
93-00	Magic War Paint
76-90	**Magic Standard**
01-09	Battle Banner
10-18	Icon of Divine Wrath
19-27	Bane Banner
28-36	Amuletic Standard
37-45	Sacred Standard
46-54	Hellfire Banner
55-63	Dread Banner
64-72	Talismanic Standard
73-81	War Banner
82-90	Ward of the Brave
91-00	Relic Banner
91-00	**Magic Instrument**
01-17	Doomsounder
18-34	Battlecall
35-50	Battlecry
51-67	Hymn of Hate
68-84	Call of Valour
85-00	Battlerage

BEASTMEN FOLLOWERS TABLE

01-20 2D6 BEASTMEN OF THE CHAMPION'S PATRON

The Beastmen use a mixture of shields and light armour giving an average D6 saving throw of 6, and carry an assortment of hand weapons. If forming a new unit in the warband the Beastmen may automatically have a standard and a warhorn or other instrument. If the Champion has no single Patron then the Beastmen are of standard type.

21-40 2D6 BEASTMEN

These standard type Beastmen carry a mixture of armour and shields which give them an average D6 saving throw of 6. They brandish a variety of hand weapons. On the D6 roll of a 5 or 6, any or all may carry a bow or a spear as well as, or instead of, their other equipment. If forming a new unit in the warband the Beastmen may automatically have a standard and a warhorn or other instrument.

41-60 BEASTMAN HERO

If the Champion follows a particular Patron there is a 50% chance the Hero is a Beastman of that Patron, otherwise he is an ordinary type. Roll a D10 to determine how powerful he is.

D10	Hero	Chance of Attributes	Number of Attributes	Chance of Beastmen Followers	Number of Beastmen Followers
1-4	5 Hero	65%	D4	25%	D3
5-6	10 Hero	85%	D6	35%	D4
7-8	15 Hero	Always	D6+1	50%	D6
9	20 Hero	Always	D6+2	75%	2D4
10	25 Hero	Always	D6+3	95%	2D6

Beastmen Heroes have standard profiles for their type, plus the attributes indicated. They wear heavy armour, or light armour and a shield, giving a D6 saving throw of 5 or 6. They carry either a hand weapon or a double-handed sword or axe - player's choice.

A Beastman Hero's followers will be appropriate to his own allegiance. If forming a new unit in the warband the Beastmen may automatically have a standard and a warhorn or other instrument like a drum.

61-70 BEASTMEN SHAMAN

If the warband does not already include a Shaman, a Beastman Shaman joins it. If the warband already contains a Shaman it cannot be joined by another, so the dice roll is wasted.

Roll a D10 to determine how powerful the Shaman is.

D10	Shaman	Chance of Attributes	Number of Atributes
1-4	5 Shaman	85%	D4
5-6	10 Shaman	Always	D6
7-8	15 Shaman	Always	D6+1
9	20 Shaman	Always	D6+2
10	25 Shaman	Always	D6+3

Shamans have standard profiles for their type. They do not wear armour although they do carry a hand weapon. The Shaman has a 75% chance of having a randomly generated magic item.

If the Champion has a Patron Power the Shaman also follows that Power and his spells will include those of his Patron. If the Champion follows no specific Patron then the Shaman is especially favoured by two Chaos Powers. A Shaman's spells can include those of the Powers which favour him if the player wishes. Roll 2D10 to determine which Powers favour the Shaman. If the result is Khorne then the Shaman loses 1 spell from his total.

D10	
1	Khorne
2-4	Slaanesh
5-7	Nurgle
8-0	Tzeentch

71-80 D6 CENTAURS

If there are 4 or more Centaurs, one of them will be a Hero. If there are 6 there is no Hero, but the Centaurs are led by a Wizard instead. Use the following table to generate Heroes and Wizards as appropriate.

D10	Level	Heroes	Wizards	Number of Attributes
1-4	Level 5	Hoarhoof	Fetlock	D4
5-6	Level 10	Tairgirth	Witherstock	D3+1
7-8	Level 15	Warmain	Grimdock	D4+1
9	Level 20	Steedmaster	Skylock	D6+1
10	Level 25	Stallion Lord	Sky Lord	D6+2

All Centaurs have standard profiles for their type. Ordinary Centaurs have a 50% chance of having D3 attributes.

Roll a D6 for each to determine their weapons.

D6	Weapons Carried
1	Hand Weapons
2	Spear
3	Lance
4	Double-handed sword or axe
5	Bow
6	Bow + Lance

81-85 D3 DRAGON OGRES

There is a 10% chance that one of the Dragon Ogres will be a Hero. If so, determine his level from the following chart.

D10	Hero Attributes	Number of Attributes
1-4	5 Hero	D3
5-6	10 Hero	D4
7-8	15 Hero	D3+1
9	20 Hero	D4+1
10	25 Hero	D6+1

Dragon Ogres have standard profiles for their type. Ordinary Dragon Ogres have a 25% chance of having D2 Chaos Attributes. They wear light armour and carry an axe or other hand weapon.

86-98 D6 MINOTAURS

The Champion is joined by a band of D6 Minotaurs. There is a 10% chance that one of the Minotaurs is a Hero. If so, determine his level and Chaos Attributes from the following chart.

D10	Hero	Title	Chance of Attributes	Number of Attributes
1-4	5 Hero	Bloodkine	15%	1
5-6	10 Hero	Herdmaster	20%	1
7-8	15 Hero	Deathsteer	25%	D3
9	20 Hero	Doombull	30%	D4
10	25 Hero	Minotaur Lord	35%	D3+1

Minotaurs have standard profiles for their type. They are armed with a mixture of axes and large unwieldy clubs. Minotaur Heroes wear light armour.

99-00 OTHER

Roll on the main Retinue Table as for human and other Champions of Chaos.

MINOTAUR FOLLOWERS TABLE

01-10 D6 BEASTMEN OF THE CHAMPION'S PATRON

If the Champion has no single Patron then the Beastmen are of standard type. They carry hand weapons, and have an average D6 saving throw of 6. If forming a new unit in the warband the Beastmen may automatically have a standard and a warhorn or drum.

11-20 D6 BEASTMEN

These Beastmen are of standard type. They carry hand weapons, and have an average D6 saving throw of 6. If forming a new unit in the warband the Beastmen may automatically have a standard and a warhorn or drum.

21-25 BEASTMAN HERO

If the Champion follows a particular Patron there is a 50% chance the Hero is a Beastman of that Patron, otherwise he is an ordinary type of Beastman. Roll a D10 to determine how powerful he is.

D10	Hero	Chance of Attributes	Number of Attributes	Chance of Beastmen Followers	Number of Beastmen Followers
1-4	5 Hero	65%	D4	25%	D3
5-6	10 Hero	85%	D6	35%	D4
7-8	15 Hero	Always	D6+1	50%	D6
9	20 Hero	Always	D6+2	75%	2D4
10	25 Hero	Always	D6+3	95%	2D6

Beastmen Heroes have standard profiles for their type, plus the attributes indicated. They wear heavy armour, or light armour and a shield, giving a D6 saving throw of 5 or 6. They carry either a hand weapon or a double-handed sword or axe, the player can decide which.

A Hero's followers will be Beastmen appropriate to his own allegiance. If forming a new unit in the warband the Beastmen may automatically have a standard and a warhorn or drum.

26-30 BEASTMAN SHAMAN

A Beastman Shaman joins the warband if it does not already include any kind of wizard. Roll a D10 to determine the Shaman's level.

D10	Chance of Shaman	Number of Attributes	Attributes
1-4	5 Shaman	85%	D4
5-6	10 Shaman	Always	D6
7-8	15 Shaman	Always	D6+1
9	20 Shaman	Always	D6+2
10	25 Shaman	Always	D6+3

Shamans have standard profiles for their type. They do not wear armour although they do carry a sword or other hand weapon. The Shaman has a 75% chance of having a randomly generated magic item.

If your Champion has a Patron Power the Shaman also follows that Power. If not, the Shaman is favoured by two Chaos Powers, roll 2D10 to determine which. If the result is Khorne then the Shaman loses 1 spell from his total.

Roll a D10: 1 - Khorne; 2-4 - Slaanesh; 5-7 - Nurgle; 8-0 - Tzeentch.

31-35 D4 CENTAURS

If there are 4 Centaurs then they are led by either a Hero (01-75%) or a Wizard (76-00%). Generate Heroes and Wizards as follows.

D10	Level	Heroes	Wizards	No. of Attributes
1-4	Level 5	Hoarhoof	Fetlock	D4
5-6	Level 10	Tairgirth	Witherstock	D3+1
7-8	Level 15	Warmain	Grimdock	D4+1
9	Level 20	Steedmaster	Skylock	D6+1
10	Level 25	Stallion Lord	Sky Lord	D6+2

All Centaurs have standard profiles for their type. Ordinary Centaurs have a 50% chance of having D3 Chaos Attributes. Roll a D6 for each to determine their weapons.

D6	Weapons Carried	D6	Weapons Carried
1	Hand weapons	4	Double-handed sword or axe
2	Spear	5	Bow
3	Lance	6	Bow & Lance

36-40 D3 DRAGON OGRES

There is a 10% chance that one of the Dragon Ogres will be a Hero of his kind. If so, determine his level from he following chart.

D10	Hero	Number of Attributes
1-4	5 Hero	D3
5-6	10 Hero	D4
7-8	15 Hero	D3+1
9	20 Hero	D4+1
10	25 Hero	D6+1

Dragon Ogres have standard profiles for their type. Ordinary Dragon Ogres have a 25% chance of having D2 Chaos Attributes.

41-80 D6 MINOTAURS

There is a 25% chance that one of the Minotaurs is a Hero. If so, determine his level and Chaos Attributes from the following chart.

D10	Hero	Chance of Attributes	Number of Attributes
1-4	5 Hero	15%	1
5-6	10 Hero	20%	1
7-8	15 Hero	25%	D3
9	20 Hero	30%	D4
10	25 Hero	35%	D3+1

Minotaurs have standard profiles for their type. Minotaur Heroes wear light armour.

80-90 OTHER FOLLOWERS

Roll on the main Retinue Table as for other Champions of Chaos.

91-00 MONSTERS

The warband is joined by a relatively exotic creature or by an unusual group of creatures. Because Minotaurs live in the most secluded parts of the forests and wildernesses of the Old World they are more likely to encounter such creatures than are other Champions.

D100		D100	
01-04	Chimera	60-63	Chaos Hounds
05-08	Cockatrice	64-68	D6 Giant Rats
09-11	Dragon	69-73	D6 Skeletons plus an Undead Champion
12-15	Eagle		
16-20	Giant	74-78	D4 Snotling bases
21-23	Gorgon	79-83	Warhounds
24-27	Griffin	84-88	D4 Ogres
28-31	Hippogriff	89-92	D6 Fimir
32-35	Hydra	93-97	D4 Zombies plus an Undead Champion
36-39	Jabberwock		
40-43	Manticore	98-00	Roll twice on this chart
44-48	Giant Spider		
49-52	Giant Scorpion		
53-55	Treeman		
56-59	Wyvern		

RETINUE TABLE

The Retinue Table is used to establish the type and number of followers joining a Chaos Warband. Warbands led by a Beastman, Minotaur or Centaur Champion use their own retinue tables, but the vast majority of Chaos Champions use this one. When your Champion gains new followers roll a D100 to determine the result. In some cases you will need to re-roll to determine the number or exact type of creatures which join your warband. Basic profiles only are included here, further details can be found in the main rules.

This table is slightly different to that in *Slaves to Darkness* and better reflects the current range of Citadel Miniatures. Players who prefer to use the original chart in *Slaves to Darkness* may continue to do so.

01-20 D6 BEASTMEN

These standard type Beastmen use hand weapons, and carry a mixture of armour and shields which give them an average D6 saving throw of 6. On the D6 roll of a 5 or a 6, any or all may carry a bow or a spear as well as, or instead of, their other equipment. If forming a new unit in the warband, the Beastmen may automatically have a standard and a warhorn or other instrument.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Beastman	4	4	3	3	4	2	3	1	7	6	7	6

21-30 D6 BEASTMEN OF THE CHAMPION'S PATRON

If the Champion has no special Chaos Patron then the Beastmen are of standard type. They use hand weapons, and carry a mixture of shields and armour which gives them an average D6 saving throw of 6. If forming a new unit in the warband, the Beastmen may automatically have a standard and a warhorn or other instrument.

31-35 2D4 DWARFS

The Dwarfs are equipped with light armour, a shield, and a hand weapon. On a D6 roll of a 5 or a 6 they may also be armed with a spear or a crossbow if desired.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Dwarf	3	4	3	3	4	1	2	1	9	7	9	8

36-38 1 CHAOS SORCERER

Roll a D6 and consult the following table to determine the Sorcerer's starting profile.

D6 Result

1-3 Initiate (Level 5 - Magic level 1)

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	4	3	1	3	1	7	8+1	8+1	8+1

4-5 Maledictor (Level 10 - Magic level 1)

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	3	4	3	2	4	1	8+1	9+2	8+1	9+2

6 Doomweaver (Level 15 - Magic level 2)

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	3	4	4	3	4	1	9+2	9+2	9+2	9+2

Give the Sorcerer his Mark of Chaos and equipment as if he were a new Champion. Then give him D3 randomly determined Chaos Rewards.

The Sorcerer follows the same Power as the Champion. Champions of Khorne may not have Chaos Sorcerers in their retinues. They receive Chaos Warriors instead (see below).

39-41 1 CHAOS WARRIOR

Roll a D6 and consult the following table to determine the Warrior's starting profile.

D6 Result

1-3 Chaos Thug

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	4	4	3	3	1	4	1	7	7	7	7

4-5 Chaos Marauder

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	5	5	3	3	2	5	2	8+1	8+1	8+1	8+1

6 Chaos Warrior

M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
4	6	6	4	3	2	6	2	9+2	9+2	9+2	9+2

Give the Chaos Warrior his Mark of Chaos and equipment as if he were a new Champion. Then give him D3 randomly determined Chaos Rewards. Unless he received better equipment when generated, he always has a minimum of heavy armour and a shield.

42-46 D6 DARK ELVES

On the D6 roll of a 4 or more, these Dark Elf followers may be Assassins (see *Special Troop Types* in WFB) if desired.

The Dark Elves are equipped with light armour, a hand weapon and either a shield or a crossbow.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Dark Elf 5	4	4	3	3	1	6	1	8	9	9	9	

47-51 D6 GOBLINS

Chaos Goblins have light armour, a shield and a hand weapon each. On the D6 roll of a 4 or more, they may also be armed with bows.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Goblin	4	2	3	3	3	1	2	1	5	5	5	5

52-53 D4 HARPIES

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Harpy	4	4	0	4	4	2	2	1	6	4	7	7

The Harpies may be given up to D6-4 Chaos Attributes each. Each Harpy may be armed with a hand weapon.

54-60 2D4 BRIGANDS

The Champion is joined by a group of 2D4 Brigands. Brigands are bandits or rebels who form robber bands to attack travellers, small homesteads and each other. Where these bands split up following the death or capture of their leader, they often join a Chaos Warrior's warband. Brigands are equipped with a sword or other hand weapon plus light armour. On the D6 roll of a 4 or more they may carry shields, spears, double-handed axes, or armour. On the D6 roll of a 6 or more they may all carry crossbows, or up to half may carry arquebuses. If there are 6 or more in total, 1 of them will be a Bandit Henchman with a randomly determined hero profile as shown below.

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	Brigand	4	3	3	3	3	1	3	1	7	7	7	7
D100	**Henchman**												
01-50	5 Hero	4	4	4	4	3	1	4	2	7	7	7	7
51-70	10 Hero	4	5	4	4	4	2	4	3	8+1	7	7	7
71-85	15 Hero	4	5	4	4	4	3	5	3	9+2	7	8+1	8+1
86-95	20 Hero	4	6	4	4	4	4	6	4	10+3	7	8+1	8+1
96-00	25 Hero	4	6	5	4	4	4	6	4	10+3	9+2	9+2	9+2

61-65 D4 CULTISTS LED BY A CHAOS MAGUS

The Champion is joined by a group of Chaos Cultists who have been driven from a human city or town when their activities were discovered. The Cultists are followers of the same Power as the Champion and eagerly seek his protection. They have ordinary human profiles and carry only hand weapons, mostly clubs and staves. There is a 10% chance that each will have D3 Chaos Attributes. They are led by a Chaos Magus - as Cult Leaders are called. Roll a D6 to determine the Magus's powers.

D6	Type of Magus
1-4	Chaos Sorcerer - generate his profile as for 36-38 above.
5-6	Chaos Warrior - generate his profile as for 39-41 above

The Chaos Magus always has at least one Chaos Attribute in addition to the basic attribute gained as his first Mark of Chaos (D3 in the case of Tzeentch). Where randomly generating Chaos Rewards the first will always therefore be a Chaos Attribute.

66-71 2D4 MERCENARY BAND AND CAPTAIN

The Champion is joined by a group of 2D4 Mercenaries plus their Captain. Mercenaries retain their soldierly organisation and bravado, but are otherwise very much like warbands in their way of life. Sometimes they will join a Chaos Champion whose reputation suggests a promise of loot and mutual protection.

Mercenaries can be represented by any of the troops types included in the Bretonnian or Empire Armies or Human Mercenary or Ally contingents in *Warhammer Armies*. Alternatively you may prefer to equip them as a standard type with basic profile, light armour, shields, and either double-handed swords, spears, or crossbows. It is certainly more interesting to generate them as if they were part of a defeated army. Refer to *Warhammer Armies* and choose the list you wish to use. Randomly determine an army list box from amongst all the rank and file troops available for the army. All troops come with the basic equipment listed in the box, and there is a 50% chance the entire unit will be equipped with up to D3 of the options listed.

The Band is led by a mercenary Captain who will be of the same nationality and type as the others - he has a randomly determined profile as shown below.

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
	Mercenary	4	3	3	3	3	1	3	1	7	7	7	7
D100	**Captain**												
01-50	5 Hero	4	4	4	4	3	1	4	2	7	7	7	7
51-70	10 Hero	4	5	4	4	4	2	4	3	8+1	7	7	7
71-85	15 Hero	4	5	4	4	4	3	5	3	9+2	7	8+1	8+1
86-95	20 Hero	4	6	4	4	4	4	6	4	10+3	7	8+1	8+1
96-00	25 Hero	4	6	5	4	4	4	6	4	10+3	9+2	9+2	9+2

72-73 D6 HUMAN RUNAWAYS

A group of runaways presents itself to the Champion., looking for a new life serving Chaos. They have basic human profiles and are armed with hand-weapons such as clubs, staves, wood-axes and long knifes. On the D6 roll of a 4 or more any may carry bows.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Human	4	3	3	3	3	1	3	1	7	7	7	7

74-75 D4 CENTAURS

If there are 4 or more Centaurs one of them will be a Hero. Roll a D10 and consult the following table.

D10	Level	Hero	Number of Attributes
1-4	Level 5	Hoarhoof	D4
5-6	Level 10	Tairgirth	D3+1
7-8	Level 15	Warmain	D4+1
9	Level 20	Steedmaster	D6+1
10	Level 25	Stallion Lord	D6+2

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Centaur	8	3	4	4	3	2	3	2	7	7	7	7

76-77 DRAGON OGRE

There is a 10% chance that the Dragon Ogre will be a Hero. If so, determine his level from the following chart.

D10	Hero	Number of Attributes
1-4	5 Hero	D3
5-6	10 Hero	D4
7-8	15 Hero	D3+1
9	20 Hero	D4+1
10	25 Hero	D6+1

Dragon Ogres have standard profiles for their type. Ordinary Dragon Ogres have a 25% chance of having D2 Chaos Attributes. They wear light armour and carry an axe or other hand weapon.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Dragon Ogre	6	4	2	5	5	4	2	3	7	4	7	7

78-79 D4 MINOTAURS

There is a 10% chance that one of the Minotaurs is a Hero. If so, determine his level and Chaos Attributes from the following chart.

D10	Hero	Title	Chance of Attributes	Number of Attributes
1-4	5 Hero	Bloodkine	15%	1
5-6	10 Hero	Herdmaster	20%	1
7-8	15 Hero	Deathsteer	25%	D3
9	20 Hero	Doombull	30%	D4
10	25 Hero	Minotaur Lord	35%	D3+1

Minotaurs have standard profiles for their type. They are armed with a mixture of axes and large unwieldy clubs. Minotaur Heroes wear light armour.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Minotaur	6	4	3	4	4	3	3	2	9	5	7	6

80-81 D4 OGRES

Ogres may have up to D3 Chaos Attributes. Each Ogre has a hand weapon and may have a shield or a double-handed weapon if desired.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Ogre	6	3	2	4	5	3	3	2	7	4	5	7

82-86 D6 ORCS

Orcs are equipped with light armour, a shield and a hand weapon. On the D6 roll of a 5 or 6 they may carry spears or bows. On the D6 roll of a 5 or a 6 they may ride war boars if the player wishes.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Orc	4	3	3	3	4	1	2	1	7	5	7	7

87-91 2D4 SKAVEN

Skaven have an initial D6-4 Chaos Attributes. The Skaven warriors are armed with light armour, a shield and a hand weapon, plus spears if desired.

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Skaven	5	3	3	3	3	1	4	1	6	6	5	7

92-93 TROLL

Trolls may have up to D3 Chaos Attributes each. Trolls have no weapons or equipment - they don't need any!

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Troll	6	3	1	5	4	3	1	3	4	4	6	6

94-00 OTHER

An unusual beast joins the retinue. Roll a D4 and a D10 to determine the type of creature that attaches itself to the retinue. Alternatively, you may choose to roll on the *Universal Creature Table* to randomly generate a creature.

D10	1	2	3	4
1	Giant Bat	Giant Frog	Hydra	Giant Snail
2	Bear	D6 Ghouls	Jabberwock	D6 Snotlings
3	Boar	Giant	Giant Leech	Giant Wolf
4	Chimera	D6 Gnomes	Liche	Treeman
5	Coatl	Gorgon	D6 Lizardmen	D6 Troglodytes
6	Cockatrice	Griffon	Manticore	Vampire
7	Cold One	D6 Halflings	D6 Pygmies	D6 Warhounds
8	Dragon	D6 Hobgoblins	Giant Rat	Wyvern
9	Eagle	Hippogriff	D6 Skeletons	Zoat
10	Fimir	Hobhound	D6 Slann	D6 Zombies

CASUALTY RECOVERY TABLE

Casualty recovery is an important part of the game. Only once the game is over is it possible to say whether a model is dead or merely wounded. Players test for casualty recovery as soon as the game is finished, rolling for their own casualties, and noting down the results as they do so. For each casualty roll a D100.

D100	Result
01-50	**Unconscious.** The casualty was knocked out, severely winded, or incapacitated in some way. Following the battle he recovers completely with no harmful effects.
51-52	**Eye.** The casualty survives the battle with the loss of an eye (randomly determine which). A character with only one eye loses -1 BS. A character with no eyes is blinded. Blinded characters move at half rate and must be guided by another model (otherwise they move randomly). They may shoot weapons or fight in close combat, but their WS and BS are reduced to 1 and any shots are fired in a random direction.
53	**Ear.** The casualty survives the battle with the loss of an ear (randomly determine which). A character with one ear suffers no penalty, but a character who loses all of his ears is partially deafened and loses -1 from his Ld characteristic.
54	**Nose.** The casualty survives but suffers a broken nose. This does not affect his prowess in the game, but his appearance becomes instantly more brutal.
55	**Mouth.** The casualty survives but suffers injuries to his mouth and his teeth are broken making it difficult to speak coherently. He loses any bite attacks he might otherwise have had.
56-58	**Face.** The casualty survives though he suffers horrible but impressive facial scars. Add +1 fear point to the victim's FP total.
59-61	**Light Head Wound.** The casualty sustains head injuries which affect his mental processes. He loses -1 from his Ld, Int, Cl and WP characteristics.
62-63	**Serious Head Wound.** The casualty sustains serious head injuries which send him slightly mad. Although his reason is questionable, his convictions are strengthened by his increasingly irrational personality. The character loses -1 from his Int and Cl characteristics, but adds +1 to his Ld and WP.
64-68	**Light Leg Wound.** The casualty survives but one leg is broken or badly cut. Although the character recovers full use of the limb he suffers a permanent movement characteristic reduction of -1.
69-71	**Serious Leg Wound.** The character survives but one leg is badly injured and must be amputated. Unless the character has more than two legs, the loss of the limb will reduce his movement by -2, and he can only move with a crutch. This means he is normally unable to carry anything in both hands. The character's I is also reduced by -1 because his disability makes him slower. If a character has more than two remaining legs, the loss of a limb has the same effect as a light leg wound.
73-75	**Light Arm Wound.** The character survives but one arm (or other manipulative limb) is badly crushed or cut, roll randomly to determine which. The character recovers full use of the limb with only a minor permanent effect. If the right limb is hurt the character loses -1 from his WS and -1 from his BS. If the left arm is hurt the character suffers a -1 to hit penalty when using a weapon which requires two hands.
76-77	**Serious Arm Wound.** The character survives but one arm (or other manipulative limb) is badly injured and must be amputated. Roll randomly to determine which. Unless the character has more than two arms, the loss of the limb will make is impossible to carry certain items. The character is unable to use weapons requiring two hands. If the right arm is lost, the character must learn to use his left to hold a weapon, in which case his WS and BS are both reduced by -2. If the left arm is lost the character cannot use a shield.
78-85	**Light Body Wound.** The casualty has suffered a chest or abdominal wound. Although the character recovers, his T characteristic is reduced by -1.
86-88	**Severe Body Wound.** The casualty suffers a deep chest or abdominal wound. The casualty's T and S are both reduced by -1, and his W total is also reduced by -1 to a minimum of 1.
89-90	**Multiple Injuries.** Roll twice on this chart adding 40 to each roll. If either result is more than 90 the character succumbs to his injuries and dies.
91-00	**Dead.** The character has been killed on the field of battle.

RECOVERING WOUND DAMAGE AND MAGIC POINTS

If a model suffers wound damage during the game, but does not lose all its wounds and so is not removed as a casualty, then its wounds characteristic is brought up to its full amount for the following game. Similarly, any casualty recovered after the game automatically has its wounds characteristic brought up to its full level (except for severe body wounds - see chart). Any wizard models automatically return to their full magic points level after each game. Any model suffering temporary penalties during a game due to, for example, a psychological effect or an enemy's special attack, returns to normal in time for the following game.

LOSING SPECIAL ABILITIES

If a character loses an eye, limb or other bodily part he also loses any special powers associated with that part. For example, if a character has the Chaos Attribute *Hypnotic Gaze*, he loses the ability if he is blinded.

TAILS AND WINGS

A character who has a tail or wings may suffer injury to these parts instead of arms and legs. If the character suffers arm or leg wounds roll a D6. If the result is 5 or 6 the character has suffered a wound to his tail or wings instead. If the character has both tail and wings then dice between them in the same way. Wounds remain either light or severe as rolled.

SENSEI TABLES

SENSEI STARTER PROFILE

D100 Starter Profile

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-50	Sensei	4	5	5	4	4	2	6	2	10+3	10+3	10+3	10+3
51-75	5 Hero	4	6	6	5	4	2	7	3	10+3	10+3	10+3	10+3
76-85	10 Hero	4	7	6	5	5	3	7	4	10+3	10+3	10+3	10+3
86-95	15 Hero	4	7	6	5	5	4	8	4	10+3	10+3	10+3	10+3
96-99	20 Hero	4	8	6	5	5	5	9	5	10+3	10+3	10+3	10+3
00	25 Hero	4	8	7	5	5	5	9	5	10+3	10+3	10+3	10+3

SENSEI VICTORY POINTS

Surviving the game and on the winning side	5
Surviving the game and on the losing side	3
Each Champion of Chaos slain	5
Each enemy daemon slain	5
Each other enemy model slain	1
None of own models slain	5
Each of own models slain	-1
More than 1/2 own force slain	-5

ADVENTURER BAND TABLE (roll D100)

The table given below is used to create the Adventurer Band, and gives profiles in terms of both WFB and WH40K. For each new follower that joins the Sensei, the Band automatically acquires D6 points to spend on new equipment from the Technological Equipment Chart. These points do not have to be spent on the new arrival, although he will obviously need some sort of weapon and basic gear.

01-35 Human Rebel Leader
A famous human rebel joins your Band. He has been fighting against cruelty all his life and is reckoned to be something of a local hero. Generate his profile as follows.

D100	Profile WFB	Profile WH40K
01-20	Level 5	Champion
21-40	Level 10	Hero
41-60	Level 15	Hero
61-80	Level 20	Hero
81-00	Level 25	Major Hero

36-45 Rebel Human Psyker
A rebel psyker joins your band. He is sufficiently powerful to have also avoided any contamination by Chaos. Generate his profile as follows.

D100	Profile	Profile WH40K
01-20	Level 5	Champion
21-40	Level 10	Hero
41-60	Level 15	Hero
61-80	Level 20	Hero
81-00	Level 25	Major Hero

The Psyker has a randomly determined Psionic Level of 1-4 (roll a D4) and 2D6 Psionic Power Points per level. He will have the standard number of psionic abilities for a psyker of his level and these are determined randomly.

46-55 Squat Rebel Leader
The Aventurer Band is joined by a Squat from the Home Worlds. Generate his profile as follows.

D100	Profile WFB	Profile WH40K
01-20	Level 5 Dwarf	Champion
21-40	Level 10 Dwarf	Hero
41-60	Level 15 Dwarf	Hero
61-80	Level 20 Dwarf	Hero
81-00	Level 25 Dwarf	Major Hero

56-60 Ogryn
Ogryns are tremendously loyal to the Emperor, but not all Ogryn worlds belong to the Imperium. Generate the Ogryn's profile as follows.

D100	Profile WFB	Profile WH40K
01-20	Basic Ogre	Basic
21-40	Level 5	Champion
41-60	Level 15	Hero
61-80	Level 20	Hero
81-00	Level 25	Major Hero

61-80 Sensei
The Adventurer Band is joined by another Sensei. Randomly generate his level as for a Sensei Champion, but note that his level cannot be greater than that of the Band's leader. He brings a further D6 points of personal equipment, in addition to the normal D6 points gained for each new follower (see Equipment Costs Table).

81-95 Navigator
The Adventurer Band is joined by a Navigator. Randomly generate his level from the table below.

D100	Profile WH40K
01-25	Basic
26-50	Champion
51-75	Hero
76-00	Major Hero

96-00 Eldar
The Band is joined by a lone Eldar who has left his Craftworld to undertake some personal quest. The Eldar will not speak of his motives nor of his life before he joined the Sensei. His profile can be generated a follows.

01-20	Level 5 hero
21-40	Level 10 hero
41-60	Level 15 hero
61-80	Level 20 hero
81-00	Level 25 hero

UNIVERSAL CREATURES TABLE

The table on the following two pages lists the profiles of many of the creatures to be found in the Warhammer universe. It is an optional replacement for the various tables in Realm of Chaos that generate a random creature type; for example, the Starting Profile Tables, the Chaos Spawn Creatures Table, the table for the Crossbreed attribute and so forth. A roll on any of these tables may be replaced with a roll on the Universal Creatures Table.

Roll a D1000 and look up the result - in most cases a D100 roll is required to generate the sub-type eg the level of hero or wizard. Players of WFB may re-roll results above 644 and players of WH40K may re-roll results under 645 if they wish - although the profiles are usable in either game.

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
001-030 Beastman													
01-40	Beastman	4	4	3	3	4	2	3	1	7	6	7	6
41-55	5 Hero	4	5	4	4	4	2	4	2	7	6	7	6
56-63	10 Hero	4	6	4	4	5	3	4	3	8+1	6	7	6
64-67	15 Hero	4	6	4	4	5	4	5	3	9+2	6	8+1	7+1
68-69	20 Hero	4	7	4	4	5	5	6	4	10+3	6	8+1	7+1
70	25 Hero	4	7	5	4	5	5	6	4	10+3	8+2	9+2	8+2
71-85	5 Wizard	4	5	3	4	4	2	3	1	7	7+1	8+1	7+1
86-93	10 Wizard	4	5	3	4	4	3	4	1	8+1	8+2	8+1	8+2
94-97	15 Wizard	4	6	3	4	5	3	4	1	9+2	8+2	9+2	8+2
98-99	20 Wizard	4	6	4	4	5	5	5	1	9+2	9+3	9+2	9+3
00	25 Wizard	4	7	5	4	5	5	6	1	10+3	9+3	10+3	9+3
031-040 Centaur													
01-40	Centaur	8	3	4	4	3	2	3	2	7	7	7	7
41-55	5 Hero	8	4	5	5	3	2	4	3	7	7	7	7
56-63	10 Hero	8	5	5	5	4	3	4	4	8+1	7	7	7
64-67	15 Hero	8	5	5	5	4	4	5	4	9+2	7	8+1	8+1
68-69	20 Hero	8	6	5	5	4	5	6	5	10+3	7	8+1	8+1
70	25 Hero	8	6	6	5	4	5	6	5	10+3	9+2	9+2	9+2
71-85	5 Wizard	8	4	4	5	3	2	3	2	7	8+1	8+1	8+1
86-93	10 Wizard	8	4	4	5	3	3	4	2	8+1	9+2	8+1	9+2
94-97	15 Wizard	8	5	4	5	4	4	4	2	9+2	9+2	9+2	9+2
98-99	20 Wizard	8	5	5	5	4	5	5	2	9+2	10+3	9+2	10+3
00	25 Wizard	8	6	6	5	4	5	6	2	10+3	10+3	10+3	10+3
041-068 Dark Elf													
01-40	Dark Elf	5	4	4	3	3	1	6	1	8	9	9	8
41-55	5 Hero	5	5	5	4	3	1	7	2	8	9	9	8
56-63	10 Hero	5	6	5	4	4	2	7	3	9+1	9	9	8
64-67	15 Hero	5	6	5	4	4	3	8	3	10+2	9	10+1	9+1
68-69	20 Hero	5	7	5	4	4	4	9	4	10+3	9	10+1	9+1
70	25 Hero	5	7	6	4	4	4	9	4	10+3	10+2	10+2	10+2
71-85	5 Wizard	5	4	4	4	3	1	6	1	8	10+1	10+1	9+1
86-93	10 Wizard	5	5	4	4	3	2	7	1	9+1	10+2	10+1	10+2
94-97	15 Wizard	5	6	4	4	4	3	7	1	10+2	10+2	10+2	10+2
98-99	20 Wizard	5	6	5	4	4	4	8	1	10+2	10+3	10+2	10+3
00	25 Wizard	5	7	6	4	4	4	9	1	10+3	10+3	10+3	10+3
069-072 Dragon-Ogre													
01-50	D. Ogre	6	4	2	5	5	4	2	3	7	4	7	7
51-75	5 Hero	6	5	3	6	5	4	3	4	7	4	7	7
76-87	10 Hero	6	6	3	6	6	5	3	5	8	4	7	7
88-94	15 Hero	6	6	3	6	6	6	4	5	9	4	8	8
95-98	20 Hero	6	7	3	6	6	7	5	6	10	4	8	8
99-00	25 Hero	6	7	4	6	6	7	5	6	10	6	9	9
073-096 Dwarf													
01-40	Dwarf	3	4	3	3	4	1	2	1	9	7	9	9
41-55	5 Hero	3	5	4	4	4	1	3	2	9	7	9	9
56-63	10 Hero	3	6	4	4	5	2	3	3	10+1	7	9	9
64-67	15 Hero	3	6	4	4	5	3	4	3	10+2	7	10+1	10+1
68-69	20 Hero	3	7	4	4	5	4	5	4	10+3	7	10+1	10+1
70	25 Hero	3	7	5	4	5	4	5	4	10+3	9+2	10+2	10+2
71-85	5 Wizard	3	5	3	4	4	1	2	1	9	8+1	10+1	10+1
86-93	10 Wizard	3	5	3	4	4	2	3	1	10+1	9+2	10+1	10+2
94-97	15 Wizard	3	6	3	4	5	3	3	1	10+2	9+2	10+2	10+2
98-99	20 Wizard	3	6	4	4	5	4	4	1	10+2	10+3	10+2	10+3
00	25 Wizard	3	7	5	4	5	4	5	1	10+3	10+3	10+3	10+3
097-112 Elf													
01-40	Elf	5	4	4	3	3	1	6	1	8	9	9	8
41-55	5 Hero	5	5	5	4	3	1	7	2	8	9	9	8
56-63	10 Hero	5	6	5	4	4	2	7	3	9+1	9	9	8
64-67	15 Hero	5	6	5	4	4	3	8	3	10+2	9	10+1	9+1
68-69	20 Hero	5	7	5	4	4	4	9	4	10+3	9	10+1	9+1
70	25 Hero	5	7	6	4	4	4	9	4	10+3	10+2	10+2	10+2
71-85	5 Wizard	5	5	4	4	3	1	6	1	8	10+1	10+1	9+1
86-93	10 Wizard	5	5	4	4	3	2	7	1	9+1	10+2	10+1	10+2
94-97	15 Wizard	5	6	4	4	4	3	7	1	10+2	10+2	10+2	10+2
98-99	20 Wizard	5	6	5	4	4	4	8	1	10+2	10+3	10+2	10+3
00	25 Wizard	5	7	6	4	4	4	9	1	10+3	10+3	10+3	10+3
113-120 Fimir													
01-40	Fimm	4	4	3	4	5	2	3	2	6	5	6	6
41-55	5 Hero	4	5	4	5	5	2	4	3	6	5	6	6
56-63	10 Hero	4	6	4	5	6	3	4	4	7+1	5	6	6
64-67	15 Hero	4	6	4	5	6	4	5	4	8+2	5	7+1	7+1
68-69	20 Hero	4	7	4	5	6	5	6	5	9+3	5	7+1	7+1
70	25 Hero	4	7	5	5	6	5	6	5	9+3	7+2	8+2	8+2
71-85	5 Dirach	4	4	1	5	3	2	2	1	6	6+1	7+1	7+1
86-93	10 Dirach	4	4	1	5	3	3	3	1	7+1	7+2	7+1	8+2
94-97	15 Meargh	4	5	1	5	4	4	3	1	8+2	7+2	8+2	8+2
98-99	20 Meargh	4	5	2	5	4	5	4	1	8+2	8+3	8+2	9+3
00	25 Meargh	4	6	3	5	4	5	5	1	9+3	8+3	9+3	9+3

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
121-124 Gnome													
01-40	Gnome	4	4	3	3	2	1	3	1	8	7	7	8
41-55	5 Hero	4	5	4	4	2	1	4	2	8	7	7	8
56-63	10 Hero	4	6	4	4	3	2	4	3	9+1	7	7	8
64-67	15 Hero	4	6	4	4	3	3	5	3	10+2	7	8+1	9+1
68-69	20 Hero	4	7	4	4	3	4	6	4	10+3	7	8+1	9+1
70	25 Hero	4	7	5	4	3	4	6	4	10+3	9+2	9+2	10+2
71-85	5 Wizard	4	5	3	4	2	1	3	1	8	8+1	8+1	9+1
86-93	10 Wizard	4	5	3	4	2	2	4	1	9+1	9+2	8+1	10+2
94-97	15 Wizard	4	6	3	4	3	3	4	1	10+2	9+2	9+2	10+2
98-99	20 Wizard	4	6	4	4	3	4	5	1	10+2	10+3	9+2	10+3
00	25 Wizard	4	7	5	4	3	4	6	1	10+3	10+3	10+3	10+3
125-140 Goblin													
01-40	Goblin	4	2	3	3	3	1	2	1	5	5	5	5
41-55	5 Hero	4	3	4	4	3	1	3	2	5	5	5	5
56-63	10 Hero	4	4	4	4	4	2	3	3	6+1	5	5	5
64-67	15 Hero	4	4	4	4	4	3	4	3	7+2	5	6+1	6+1
68-69	20 Hero	4	5	4	4	4	4	5	4	8+3	5	6+1	6+1
70	25 Hero	4	5	5	4	4	4	5	4	8+3	7+2	7+2	7+2
71-85	5 Wizard	4	3	3	4	3	1	2	1	5	6+1	6+1	6+1
86-93	10 Wizard	4	3	3	4	3	2	3	1	6+1	7+2	6+1	7+2
94-97	15 Wizard	4	4	3	4	4	3	3	1	7+2	7+2	7+2	7+2
98-99	20 Wizard	4	4	4	4	4	4	4	1	7+2	8+3	7+2	8+3
00	25 Wizard	4	5	5	4	4	4	5	1	8+3	8+3	8+3	8+3
141-152 Halfling													
01-40	Halfling	3	2	4	2	2	1	5	1	6	7	6	8
41-55	5 Hero	3	3	5	3	2	1	6	2	6	7	6	8
56-63	10 Hero	3	4	5	3	3	2	6	3	7+1	7	6	8
64-67	15 Hero	3	4	5	3	3	3	7	3	8+2	7	7+1	9+1
68-69	20 Hero	3	5	5	3	3	4	8	4	9+3	7	7+1	9+1
70	25 Hero	3	5	6	3	3	4	8	4	9+3	9+2	8+2	10+2
71-85	5 Wizard	3	3	4	3	2	1	5	1	6	8+1	7+1	9+1
86-93	10 Wizard	3	3	4	3	2	2	6	1	7+1	9+2	7+1	10+2
94-97	15 Wizard	3	4	4	3	3	3	6	1	8+2	9+2	8+2	10+2
98-99	20 Wizard	3	4	5	3	3	4	7	1	8+2	10+3	8+2	10+3
00	25 Wizard	3	5	6	3	3	4	8	1	9+3	10+3	9+3	10+3
153-160 Hobgoblin													
01-40	Hobgoblin	4	3	2	3	4	1	3	1	7	6	6	6
41-55	5 Hero	4	4	3	4	4	1	4	2	7	6	6	6
56-63	10 Hero	4	5	3	4	5	2	4	3	8+1	6	6	6
64-67	15 Hero	4	5	3	4	5	3	5	3	9+2	6	7+1	7+1
68-69	20 Hero	4	6	3	4	5	4	6	4	10+3	6	7+1	7+1
70	25 Hero	4	6	4	4	5	4	7	4	10+3	8+2	8+2	8+2
71-85	5 Wizard	4	4	2	4	4	1	3	1	7	7+1	7+1	7+1
86-93	10 Wizard	4	4	2	4	4	2	4	1	8+1	8+2	7+1	8+2
94-97	15 Wizard	4	5	2	4	5	3	4	1	9+2	8+2	8+2	8+2
98-99	20 Wizard	4	5	3	4	5	4	5	1	9+2	9+3	8+2	9+3
00	25 Wizard	4	6	4	4	5	4	6	1	10+3	9+3	9+3	9+3
161-196 Human													
01-40	Human	4	3	3	3	3	1	3	1	7	7	7	7
41-55	5 Hero	4	4	4	4	3	1	4	2	7	7	7	7
56-63	10 Hero	4	5	4	4	4	2	4	3	8+1	7	7	7
64-67	15 Hero	4	5	4	4	4	3	5	3	9+2	7	8+1	8+1
68-69	20 Hero	4	6	4	4	4	4	6	4	10+3	7	8+1	8+1
70	25 Hero	4	6	5	4	4	4	6	4	10+3	9+2	9+2	9+2
71-85	5 Wizard	4	4	3	4	4	1	3	1	7	8+1	8+1	8+1
86-93	10 Wizard	4	4	3	4	4	2	4	1	8+1	9+2	8+1	9+2
94-97	15 Wizard	4	5	3	4	4	3	4	1	9+2	9+2	9+2	9+2
98-99	20 Wizard	4	4	4	4	4	4	4	1	9+2	10+3	9+2	10+3
00	25 Wizard	4	6	5	4	4	4	6	1	10+3	10+3	10+3	10+3
197-204 Were													
Roll as normal Human for levels. See *WFB* for Wolf-Man and Giant Wolf profiles.													
205-212 Chaos Warrior													
01-50	Thug	4	4	4	3	3	1	4	1	7	7	7	7
51-75	Marauder	4	5	5	3	3	2	5	2	8+1	8+1	8+1	8+1
76-87	Warrior	4	6	6	4	3	2	6	2	9+2	9+2	9+2	9+2
88-94	Champion	4	7	7	5	3	2	7	2	19+3	10+3	10+3	10+3
95-98	Knight	4	8	8	5	4	3	8	3	10+3	10+3	10+3	10+3
99-00	Lord	4	9	9	5	4	4	9	4	10+3	10+3	10+3	10+3
213-220 Chaos Sorcerer													
01-50	5 Initiate	4	4	3	4	3	1	3	1	7	8+1	8+1	8+1
51-75	10 Maledictor	4	4	3	4	3	2	4	1	8+1	9+2	8+1	9+2
76-88	15 Doomwyr	4	5	3	4	4	3	4	1	9+2	9+2	9+2	9+2
89-96	20 Soulflayer	4	5	4	4	4	4	5	1	9+2	10+3	9+2	10+3
97-00	25 Apocalypt	4	6	5	4	4	4	6	1	10+3	10+3	10+3	10+3
221-228 Lizardman													
01-40	Lizardman	4	3	3	3	4	2	1	1	9	5	9	9
41-55	5 Hero	4	4	4	4	5	2	2	2	9	5	9	9
56-63	10 Hero	4	5	4	4	5	3	2	3	10+1	5	9	9
64-67	15 Hero	4	5	4	4	5	4	3	3	10+2	5	10+1	10+1
68-69	20 Hero	4	6	4	4	5	5	4	4	10+3	5	10+1	10+1
70	25 Hero	4	6	5	4	5	5	4	4	10+3	7+2	10+2	10+2
71-85	5 Wizard	4	4	3	4	4	2	1	1	9	6+1	10+1	10+1
86-93	10 Wizard	4	4	3	4	4	3	2	1	10+1	7+2	10+1	10+2
94-97	15 Wizard	4	5	3	4	5	4	2	1	10+2	7+2	10+2	10+2
98-99	20 Wizard	4	5	4	4	5	5	3	1	10+3	8+2	10+3	10+2
00	25 Wizard	4	6	5	4	5	5	4	1	10+3	8+3	10+3	10+3

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
229-248 Orc													
01-40	Orc	4	3	3	3	4	1	2	1	7	5	7	7
41-55	5 Hero	4	4	4	4	4	1	3	2	7	5	7	7
56-63	10 Hero	4	5	4	4	5	2	3	3	8+1	5	7	7
64-67	15 Hero	4	5	4	4	5	3	4	3	9+2	5	8+1	8+1
68-69	20 Hero	4	6	4	4	5	4	5	4	10+3	5	8+1	8+1
70	25 Hero	4	6	5	4	5	4	5	4	10+3	7+2	9+2	9+2
71-85	5 Wizard	4	4	3	4	4	1	2	1	7	6+1	8+1	8+1
86-93	10 Wizard	4	4	3	4	3	2	3	1	8+1	7+2	8+1	9+2
94-97	15 Wizard	4	5	4	4	5	3	3	1	9+1	7+2	8+1	9+2
98-99	20 Wizard	4	6	4	4	5	4	4	1	10+2	8+3	9+2	10+3
00	25 Wizard	4	7	5	4	5	4	5	1	10+3	8+3	10+3	10+3
249-256 Black Orc													
01-40	Black Orc	4	4	3	4	4	1	2	1	8	5	7	7
41-55	5 Hero	4	5	4	5	4	1	3	2	8	5	7	7
56-63	10 Hero	4	6	4	5	5	2	3	3	9+1	5	7	7
64-67	15 Hero	4	6	4	5	5	3	4	3	10+2	5	8+1	8+1
68-69	20 Hero	4	7	4	5	5	4	5	4	10+3	5	8+1	8+1
70	25 Hero	4	7	5	5	5	4	5	4	10+3	7+2	9+2	9+2
71-85	5 Wizard	4	5	4	5	4	1	2	1	8	6+1	8+1	8+1
86-93	10 Wizard	4	5	4	5	4	2	3	1	9+1	7+2	8+1	9+2
94-97	15 Wizard	4	6	4	5	5	3	3	1	10+2	7+2	9+2	9+2
98-99	20 Wizard	4	6	5	5	5	4	4	1	10+2	8+3	9+2	10+3
00	25 Wizard	4	7	5	5	5	4	5	1	10+3	8+3	10+3	10+3
257-264 Savage Orc													
Profiles and levels as for normal Orc, see above.													
265-288 Pygmy													
01-40	Pygmy	4	3	3	2	2	1	3	1	7	7	7	7
41-55	5 Hero	4	4	4	3	2	1	4	2	7	7	7	7
56-63	10 Hero	4	5	4	3	3	2	4	3	8+1	7	7	7
64-67	15 Hero	4	5	4	3	3	3	5	3	9+2	7	8+1	8+1
68-69	20 Hero	4	6	4	3	3	4	6	4	10+3	7	8+1	8+1
70	25 Hero	4	6	5	3	3	4	6	4	10+3	9+2	9+2	9+2
71-85	5 Wizard	4	4	3	3	2	1	3	1	7	8+1	8+1	8+1
86-93	10 Wizard	4	4	3	3	2	2	4	+1	8+1	9+2	8+1	9+2
94-97	15 Wizard	4	5	3	3	3	3	4	1	9+2	9+2	9+2	9+2
98-99	20 Wizard	4	5	4	3	3	3	4	1	9+2	10+3	9+2	10+3
00	25 Wizard	4	6	5	3	3	4	6	1	10+3	10+3	10+3	10+3
269-292 Skaven													
01-40	Skaven	5	3	3	3	3	1	4	1	6	6	5	7
41-55	5 Hero	5	4	4	4	3	1	5	2	6	6	5	7
56-63	10 Hero	5	5	4	4	4	2	5	3	7+1	6	5	7
56-63	10 Hero	5	5	4	4	4	2	5	3	7+1	6	5	7
64-67	15 Hero	5	5	4	4	4	3	6	3	8+2	6	6+1	8+1
68-69	20 Hero	5	6	4	4	4	4	7	4	9+3	6	6+1	8+1
70	25 Hero	5	6	5	4	4	4	7	4	9+3	8+2	7+2	9+2
71-85	5 Wizard	5	4	3	4	3	1	4	1	6	7+1	6+1	8+1
86-93	10 Wizard	5	4	3	4	3	2	5	1	7+1	8+2	6+1	9+2
94-97	15 Wizard	5	5	3	4	4	3	5	1	8+2	8+2	7+2	9+2
98-99	20 Wizard	5	5	4	4	4	4	6	1	8+2	9+3	7+2	10+3
00	25 Wizard	5	6	5	4	4	4	7	1	9+3	9+3	8+3	10+3
293-304 Slann													
01-10	Slave	4	3	3	3	3	1	3	1	7	7	7	7
11-40	Slann	4	3	2	3	4	1	3	1	8	7	9	9
41-55	5 Hero	4	4	3	4	4	1	4	2	8	7	9	9
56-63	10 Hero	4	5	3	4	5	2	4	3	9+1	7	9	9
64-67	15 Hero	4	5	3	4	5	3	5	3	10+2	7	10+1	10+1
68-69	20 Hero	4	6	3	4	5	4	6	4	10+3	7	10+1	10+1
70	25 Hero	4	6	4	4	5	4	6	4	10+3	9+2	10+2	10+2
71-85	5 Wizard	4	4	2	4	4	1	3	1	8	8+1	10+1	10+1
86-93	10 Wizard	4	4	2	4	4	2	4	1	9+1	9+2	10+1	10+2
94-97	15 Wizard	4	5	2	4	5	3	4	1	10+2	9+2	10+2	10+2
98-99	20 Wizard	4	5	3	4	5	4	5	1	10+2	10+3	10+2	10+3
00	25 Wizard	4	6	5	4	5	4	6	1	10+3	10+3	10+3	10+3
305-307 Snotling													
	Base	4	2	2	1	1	3	3	3	4	4	4	4
308-310 Zoat													
01-50	Zoat	7	5	3	4	5	3	5	2	10	9	9	9
50-75	5 Wizard	7	6	3	5	5	3	5	2	10	10+1	10+1	10+1
76-87	10 Wizard	7	6	3	5	5	4	6	2	10+1	10+2	10+1	10+2
88-94	15 Wizard	7	7	3	5	6	5	6	2	10+2	10+2	10+2	10+2
95-98	20 Wizard	7	7	4	5	6	6	7	2	10+2	10+3	10+2	10+3
99-00	25 Wizard	7	8	5	5	6	6	8	2	10+3	10+3	10+3	10+3
311-316 Giant													
		6	3	3	7	7	6	3	*	6	5	7	7
317-328 Minotaur													
01-50	Minotaur	6	4	3	4	4	3	3	2	9	5	7	6
51-75	5 Hero	6	5	4	5	4	3	4	3	9	5	7	6
76-87

329-340 Ogre

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-50	Ogre	6	3	2	4	5	3	3	2	7	4	5	7
51-75	5 Hero	6	4	3	5	5	3	4	3	7	4	5	7
76-87	10 Hero	6	5	3	5	6	4	4	4	8+1	4	5	7
88-91	15 Hero	6	5	3	5	6	5	5	4	9+2	4	6+1	8+1
92-93	20 Hero	6	6	3	5	6	6	6	5	10+3	4	6+1	8+1
94	25 Hero	6	6	4	5	6	6	6	5	10+3	6+2	7+2	9+2
95-00	5 Wizard	6	4	2	5	5	3	3	2	5	5+1	6+1	8+1

341-344 Treeman

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-40	Treeman	6	8	3	6	7	6	2	4	9	9	9	9
41-55	5 Hero	6	9	4	7	7	6	3	5	9	9	9	9
56-63	10 Hero	6	10	4	7	8	7	3	6	10+1	9	9	9
64-67	15 Hero	6	10	4	7	8	8	4	6	10+2	9	10+1	10+1
68-69	20 Hero	6	10	4	7	8	9	5	7	10+3	9	10+1	10+1
70	25 Hero	6	10	5	7	8	9	5	7	10+3	10+2	10+2	10+2
71-85	5 Wizard	6	9	3	7	7	6	2	4	9	10+1	10+1	10+1
86-93	10 Wizard	6	9	3	7	7	7	3	4	10+1	10+2	10+1	10+2
94-97	15 Wizard	6	10	3	7	8	8	3	4	10+2	10+2	10+2	10+2
98-99	20 Wizard	6	10	4	7	8	9	4	4	10+2	10+3	10+2	10+3
00	25 Wizard	6	10	5	7	8	9	5	4	10+3	10+3	10+3	10+3

345-352 Troglodyte

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-50	Troglodyte	4	3	3	4	4	2	1	2	9	4	9	9
51-75	5 Hero	4	4	4	5	4	2	2	3	9	4	9	9
76-87	10 Hero	4	5	4	5	5	3	2	4	10+1	4	9	9
88-94	15 Hero	4	5	4	5	5	4	3	4	10+2	4	10+1	10+1
95-98	20 Hero	4	6	4	5	5	5	4	4	10+3	4	10+1	10+1
99-00	25 Hero	4	6	5	5	5	5	4	5	10+3	6+2	10+2	10+2

353-360 Troll

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-50	Troll	6	3	1	5	4	3	1	3	4	4	6	6
51-75	5 Hero	6	4	2	6	5	3	2	4	4	4	6	6
76-87	10 Hero	6	5	2	6	5	4	2	5	5+1	4	6	6
88-94	15 Hero	6	5	2	6	5	5	3	5	6+2	4	7+1	7+1
95-98	20 Hero	6	6	2	6	5	6	4	6	7+3	4	7+1	7+1
99-00	25 Hero	6	6	3	6	5	6	4	6	7+3	6+2	8+2	8+2

361-480 Creatures

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-04	Bear	4	3	0	4	4	2	3	2	6	3	6	6
05-08	Boar	7	3	0	3	3	1	3	1	3	4	4	4
09	Coatl	2	5	0	3	5	3	6	3	8	7	7	7
10-13	Cold One	8	3	4	0	4	2	1	2	2	4	9	9
14-15	Cold One Warhound	6	3	0	3	3	1	2	2	2	4	9	9
16-21	Direwolf	9	5	0	4	4	3	4	2	9	7	7	7
22-26	Giant Frog	3	2	0	3	3	2	2	1	8	3	10	7
27-31	Gt Leech	2	2	0	3	4	2	1	1	10	1	7	1
32-36	Giant Rat	6	2	0	3	3	1	3	1	4	4	5	5
37-42	Gt Scorpion	5	3	0	5	4	4	1	2	8	3	6	2
43-49	Gt Spider	5	3	0	5	4	4	1	2	8	3	6	2
50-55	Giant Wolf	9	4	0	3	3	1	3	1	3	4	4	4
52-60	Hobhound	8	4	0	3	3	1	3	2	8	4	8	8
61-66	Horse	8	3	0	4	3	1	3	0	2	2	2	2
67	Mammoth	8	3	0	8	8	6	3	3	7	3	7	7
68-70	Rat-Ogre	6	3	2	4	5	3	3	2	5	4	5	5
71-75	Sabre-Tooth	6	4	0	5	4	2	4	3	4	4	7	7
76	Swarm	4	3	0	1	1	10	1	10	10	2	10	10
77-78	Temple Dog	5	5	0	5	5	3	3	3	8	7	8	8
79-80	Unicorn	9	5	0	3	3	2	4	2	9	5	9	9
81-84	War Boar	7	4	0	3	4	1	3	1	3	4	4	4
85-89	Warhorse	8	3	0	4	3	1	3	1	3	3	3	3
90-94	Warhound	6	3	0	3	3	1	4	1	6	4	6	6
95-98	Wild Cat	8	4	0	4	3	1	4	4	4	4	7	7
99-00	Wolf-Rat	6	3	0	3	3	1	3	1	4	4	5	5

481-500 Flying Creatures

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-08	Dragon	6	7	0	7	6	9	5	6	8	8	8	8
09-42	Eagle	2	7	0	5	4	3	5	2	8	7	8	8
43-75	Giant Bat	1	3	0	2	2	1	3	1	4	4	6	6
76-83	Ki-Rin	8	4	0	5	4	2	7	3	8	7	8	8
84-00	Pegasus	8	3	0	4	3	1	4	1	3	4	3	3

501-580 Creatures of Chaos

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-09	Br Centaur	7	4	3	3	4	2	2	2	9	7	9	9
10-18	Ch. Hound	6	4	0	4	4	2	4	2	6	4	6	6
19-27	Ch. Steed	8	4	0	4	4	2	4	2	5	5	5	7
28-35	Chimera	6	4	0	7	6	6	4	6	8	4	8	8
36-43	Cockatrice	4	3	0	4	4	2	4	3	6	4	6	6
44-51	Griffon	7	5	0	6	5	5	7	4	8	4	8	8
52-60	Harpy	4	4	0	4	4	2	2	1	6	4	7	7
61-68	Hippogriff	7	5	0	6	5	5	7	4	8	4	8	8
69-76	Hydra	4	3	0	5	6	7	3	9	6	4	6	6
77-84	Jabberwock	7	5	0	6	5	5	7	4	8	4	8	8
85-92	Manticore	6	6	0	7	7	7	4	4	8	4	8	8
93-00	Wyvern	6	5	0	5	6	4	4	3	5	4	5	5

581-584 Gorgon

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-40	Gorgon	4	2	3	3	3	3	5	1	9	9	9	9
41-60	5 Hero	4	3	4	4	3	3	6	2	9	9	9	9
61-70	10 Hero	4	4	4	4	4	4	6	3	10+1	9	9	9
71-76	15 Hero	4	4	4	4	4	5	7	3	10+2	9	10+1	10+1
77-79	20 Hero	4	5	4	4	4	6	8	4	10+3	9	10+1	10+1
80-81	25 Hero	4	5	5	4	4	6	8	4	10+3	10+2	10+2	10+2
82-91	5 Wizard	4	3	3	4	3	3	5	1	9	10+1	10+1	10+1
92-97	10 Wizard	4	3	3	4	3	4	6	1	10+1	10+2	10+1	10+2
98-00	15 Wizard	4	4	3	4	4	5	6	1	10+2	10+2	10+2	10+2

585-604 Undead

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-10	Carrion	4	3	0	3	3	2	4	3	7	3	7	7
11-25	Ghoul	4	2	0	3	4	3	1	2	2	5	8	8
26-35	Mummy	3	3	0	4	5	4	3	2	9	8	8	9
36-65	Skeleton	4	2	2	3	3	1	2	1	5	5	5	5
66-85	Zombie	4	2	0	3	3	1	1	1	5	5	5	5
86-90	Ghost	4	2	0	0	3	3	3	1	5	5	5	5
91-95	Spectre	4	4	0	0	4	4	4	4	5	5	5	5
96-00	Wraith	4	3	0	3	4	3	3	2	5	5	5	5

605-608 Liche

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-50	5 Liche	4	3	2	4	3	1	2	1	7+3	8+1	8+3	8+1
51-76	10 Liche	4	3	2	4	3	2	3	1	8+3	9+2	8+3	9+2
77-90	15 Liche	4	4	2	4	4	3	3	1	9+3	9+2	9+3	9+2
91-97	20 Liche	4	4	3	4	4	4	4	1	9+3	10+3	9+3	10+3
98-00	25 Liche	4	5	4	4	4	4	5	1	10+3	10+3	10+3	10+3

609-616 Undead Hero

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-50	5 Hero	4	3	3	4	3	1	3	2	7	7	7	7
51-76	10 Hero	4	4	3	4	4	2	3	3	8+1	7	7	7
77-90	15 Hero	4	4	3	4	4	3	4	3	9+2	7	8+1	8+1
91-97	20 Hero	4	5	3	4	4	4	5	4	10+3	7	8+1	8+1
98-00	25 Hero	4	5	4	4	4	4	5	4	10+3	9+2	9+2	9+2

617-620 Vampire

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-50	5 Vampire	4	6	6	6	6	4	6	4	7	8	8	8
51-76	10 Vampire	4	6	6	6	6	5	7	4	8	9	8	9
77-90	15 Vampire	4	7	6	6	7	6	7	4	9	9	9	9
91-97	20 Vampire	4	7	7	6	7	7	8	4	9	10	9	10
98-00	25 Vampire	4	8	8	6	7	7	9	4	10	10	10	10

621-624 Greater Daemon

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-25	Gtr Daemon	6	8	8	8	8	8	8	8	9+3	9+3	9+3	9+3
26-40	Baalrukh	6	9	9	7	7	10	10	10	10+3	10+3	10+3	10+3
41-55	Bloodthirster	6	10	10	7	7	10	10	10	10+3	10+3	10+3	10+3
56-70	Keeper of Secrets	6	10	10	7	7	10	10	6	10+3	10+3	10+3	10+3
71-85	Great Unclean One	6	10	10	7	7	10	10	10	10+3	10+3	10+3	10+3
86-00	Lord of Change	6	10	10	7	7	10	10	10	10+3	10+3	10+3	10+3

625-632 Lesser Daemon

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-2	Lsr Daemon	5	5	5	4	5	1	7	2	9	9	9	9
27-36	Gargoyle	4	5	5	4	3	1	6	2	9	9	9	9
37-46	Angel	4	5	5	4	3	1	6	2	9	9	9	9
47-58	Bloodletter	4	5	5	4	3	1	6	2	10	10	10	10
59-70	Daemonette	4	6	5	4	3	1	6	3	10	10	10	10
71-82	Plaguebearer	4	5	5	4	3	1	6	2	10	10	10	4
38-49	Fleshhound	10	5	0	5	4	2	6	1	3	4	10	10
50-61	Fiend	6	3	0	3	3	1	3	3	8	4	8	8
62-73	Beast	3	3	0	3	5	3	3	D6	6	0	10	10
74-85	Flamer	9	3	5	5	4	2	4	2	10	0	10	10
86-00	Nurgling	4	2	2	1	1	3	4	3	4	6	7	7

633-636 Daemonic Steed

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-40	Steed	8	3	0	4	3	1	3	1	4	4	4	4
41-60	Juggernaut	7	3	0	5	5	3	2	2	10	2	10	10
61-80	Mount of Slaanesh	12	3	0	4	5	1	6	1	0	0	0	0
81-00	Disc	12	3	0	3	3	2	3	1	10	0	10	10

637-640 Daemonic Familiar

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
		6	0	3	3	1	6	1	6	6	8	8	

641-644 Elemental

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-25	Air	10	10	10	10	10	10	10	10	10	10	10	10
26-50	Earth	10	10	10	10	10	10	10	10	10	10	10	10
51-75	Fire	10	10	10	10	10	10	10	10	10	10	10	10
76-00	Water	10	10	10	10	10	10	10	10	10	10	10	10

645-664 Human

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-55	Human	4	3	3	3	3	1	3	1	7	7	7	7
56-85	Champion	4	4	4	4	3	1	4	1	7	7	7	7
86-95	Minor Hero	4	5	5	4	4	2	5	2	8	8	8	8
96-00	Major Hero	4	6	6	4	4	3	6	3	9	9	9	9

665-668 Adeptus Custodes

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
		4	5	5	4	4	2	5	2	8	8	8	8

669-672 Adeptus Mechanicus

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
		4	3	3	3	3	1	3	1	7	7	7	7

673-675 Adeptus Arbites

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
		4	4	4	4	3	1	4	1	7	7	7	7

676-677 Adeptus Astronomica

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
		4	3	3	3	3	1	3	1	7	7	7	7

678-680 Administratum

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
		4	3	3	3	3	1	3	1	7	7	7	7

681-684 Inquisitor

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
		4	5	5	4	4	2	5	2	8	8	8	8

685-692 Psyker

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-55	Psyker	4	3	3	3	3	1	3	1	7	7	7	7
56-85	Champion	4	4	4	4	3	1	4	1	7	7	7	7
86-95	Minor Hero	4	5	5	4	4	2	5	2	8	8	8	8
96-00	Major Hero	4	6	6	4	4	3	6	3	9	9	9	9

693-696 Astropath

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
		4	3	3	3	3	1	3	1	7	7	7	7

697-700 Navigator

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-55	Navigator	4	3	3	3	3	1	3	1	7	7	7	7
56-85	Champion	4	4	4	4	3	1	4	1	7	7	7	7
86-95	Minor Hero	4	5	5	4	4	2	5	2	8	8	8	8
96-00	Major Hero	4	6	6	4	4	3	6	3	9	9	9	9

701-716 Space Marine

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-55	Sp. Marine	4	4	4	4	3	1	4	1	8	8	8	8
56-85	Champion	4	5	5	4	3	1	5	1	8	8	8	8
86-95	Minor Hero	4	6	6	4	4	2	6	2	9	9	9	9
96-00	Major Hero	4	6	6	4	4	3	6	3	9	9	9	9

717-728 Imperial Guard

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-55	Imp. Guard	4	3	3	3	3	1	3	1	7	7	7	7
56-85	Champion	4	4	4	4	3	1	4	1	7	7	7	7
86-95	Minor Hero	4	6	5	4	4	2	5	2	8	8	8	8
96-00	Major Hero	4	6	6	4	4	3	6	3	9	9	9	9

729-732 Rogue Trader

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
		4	5	5	4	4	2	5	2	8	8	8	8

733-740 Assassin

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
		4	5	5	4	4	1	5	2	8	8	8	8

741-760 Beastman

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-55	Beastman	4	4	3	3	4	1	3	1	7	6	7	6
56-85	Champion	4	5	4	4	4	1	4	1	7	6	7	6
86-95	Minor Hero	4	6	5	4	5	2	5	2	8	7	8	7
96-00	Major Hero	4	7	6	4	5	3	6	3	9	8	9	8

761-772 Halfling

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
01-55	Halfling	3	2	4	2	2	1	5	1	6	7	6	8
56-85	Champion	3	3	5	3	2	1	6	1	6	7	6	8
86-95	Minor Hero	3	4	6	3	3	2	7	2	7	8	7	9
96-00	Major Hero	3	5	7	3	3	3	8	3	8	9	8	10

773-784 Ogryn

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
301-55	Ogryn	6	3	2	4	5	3	3	2	5	4	5	7
56-85	Champion	6	4	3	5	5	3	4	2	5	4	5	7
86-95	Minor Hero	6	5	4	5	6	4	5	3	6	5	6	8
96-00	Major Hero	6	6	5	5	6	5	6	4	7	6	7	9

785-804 Squat

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
301-55	Squat	3	4	3	3	4	1	2	1	9	7	9	9
56-85	Champion	3	5	4	4	4	1	3	1	9	7	9	9
86-97	Minor Hero	3	6	5	4	5	2	4	2	10	8	10	10
98-00	Major Hero	3	7	6	4	5	3	5	3	10	9	10	10

805-826 Eldar

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
301-55	Eldar	4	4	4	3	3	1	6	1	8	9	9	8
56-85	Champion	4	5	5	4	3	1	7	1	8	9	9	8
86-95	Minor Hero	4	6	6	4	4	2	8	2	9	10	10	9
96-00	Major Hero	4	7	7	4	4	3	9	3	10	10	10	10

827-832 Harlequin

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
701-50	Harlequin	6	4	4	3	3	1	6	1	8	9	9	8
51-66	Death Jester	6	5	5	4	3	1	7	1	8	9	9	8
67-75	Avatar	6	6	6	4	4	2	8	2	9	10	10	9
76-77	High Avatar	6	7	7	4	4	3	9	3	10	10	10	10
78-86	Warlock	6	6	6	4	4	2	8	2	9	10	10	9
87-88	H. Warlock	6	7	7	4	4	3	9	3	10	10	10	10
89-97	Mime	6	6	6	4	4	2	8	2	9	10	10	9
98-99	M. Mime	6	7	7	4	4	3	9	3	10	10	10	10
00	Solitaire	6	7	7	4	4	3	9	3	10	10	10	10

833-852 Ork

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
301-55	Ork	4	3	3	3	4	1	2	1	7	6	7	7
55-85	Champion	4	4	4	4	4	1	3	1	7	6	7	7
86-95	Minor Hero	4	5	5	4	5	2	4	2	8	7	8	8
96-00	Major Hero	4	6	6	4	5	3	5	3	9	8	9	9

853-864 Gretchin

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
301-55	Gretchin	4	2	3	3	3	1	2	1	5	5	5	5
56-85	Gretchin	4	3	4	4	3	1	3	1	5	5	5	5
86-95	Minor Hero	4	4	5	4	4	2	4	2	6	6	6	6
96-00	Major Hero	4	5	6	4	4	3	5	3	7	7	7	7

865-872 Slann

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
501-55	Slann	4	3	2	3	4	1	3	1	8	7	9	9
56-85	Champion	4	4	3	4	4	1	4	1	8	7	9	9
86-95	Minor Hero	4	5	4	4	5	2	5	2	9	8	10	10
96-00	Major Hero	4	6	5	4	5	3	6	3	10	9	10	10

873-876 Jokaero

		M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
301-55	Jokaero	4	1	3	2	3	1	3	1	9	?	7	7
56-85	Champion	4	2	4	3	3	1	4	1	9	?	7	7

EQUIPMENT TABLES

WARHAMMER FANTASY BATTLE

This table is used to determine the weapons and armour already possessed by a character when he becomes a Champion of Chaos. This may be nothing but a simple sword, or it might be a full suit of armour with a selection of deadly weapons.

Determine how much you have to spend on equipment from the chart opposite. Note down the result and choose equipment from the table below. Players are free to choose whatever equipment they wish, but it is a good idea to choose items which match your Champion model.

Profile	Points to spend
5 Hero or Wizard	D6+1
10 Hero or Wizard	D6+2
15 Hero or Wizard	D6+3
20 Hero or Wizard	D6+4
25 Hero or Wizard	D6+5

Sword or other hand weapon	1
Shield	1
Suit of light armour	2
Suit of heavy armour	3
Horse	3
Warhorse	6
Armoured barding for Warhorse	4
Giant Wolf Mount (if Goblin)	8
Each additional hand weapon	1
Double-handed axe or sword	2
Flail	2
Halberd	2
Lance	2
Spear	1
Bow with arrows	2
Short bow with arrows	1
Long bow with arrows	3
Crossbow with quarrels	3
Javelin or throwing spear	1
Throwing dart or knife	1
Repeating crossbow if a Dark Elf	4
1 randomly generated magic item if a Wizard	6

TECHNOLOGICAL EQUIPMENT - WARHAMMER 40,000

The table below lists the number of equipment points that must be expended to buy the technological item listed. With the exception of grenades and missiles, the points shown buy a single example of that weapon, armoured suit or piece of equipment. The cost given for grenade and missile types is the cost of equipping one model for the duration of a single game, irrespective of the actual number of grenades or missiles expended. The exceptions to this are Psykout and Vortex grenades and missiles where the cost is per grenade or missile. In this instance if a grenade or missile is unused at the end of the game it can be carried over to the next game - assuming of course that the model carrying it survives. This system of regulating the supply of grenades and missiles different to the normal WH40K rules for such things and reflects the Chaos Warband's erratic supply structure.

Flak	1
Mesh	2
Power Armour	6
Terminator Suit	50
Conversion Field	3
Displacer Field	2
Refractor Shield	2
Stasis Field	12
Autogun	2
Bolt Gun	2
Flamer	2
Graviton Gun	4
Lasgun	1
Meltagun	8
Needle Gun	1
Plasma Gun	6
Sniper Rifle	2
Shotgun	1
Shuriken Catapult	5
Auto Pistol	1
Bolt Pistol	1
Digital Weapon	50
Hand Flamer	2
Laspistol	1
Needle Pistol	1
Plasma Pistol	4
Shuriken Pistol	1
Web Gun	2
Chainsword	2
Power Axe	6
Power Glove	15
Power Sword	7
Force Rod	40
Force Sword	40
Force Axe	40
Assault Cannon	21
Auto Cannon	35
Conversion Beamer	50
Grenade Launcher	15
Heavy Bolter	15
Heavy Plasma Gun	50
Heavy Stub	10
Heavy Webber	20
Lascannon	90
Missile Launcher	30
+D6 Frag or Krak Missiles	
Mole Mortar	50
Multi-laser	50
Multi-melta	50
Shuriken Cannon	50
Thudd Gun	50
Anti-plant Grenades	1
Blind	1
Choke	1
Krak Grenade	1
Super Krak Missile	2
Hallucinogen	1
Haywire	1
Knockout	1
Melta	2
Photon	1
Plasma	2
Psykout 1	10
Rad	2
Scare	1
Smoke	1
Stumm	1
Tanglefoot	1
Toxin Gas	2
Virus	3
Vortex 1	50
Web	1
Bioscanner	1
Communicator D6	1
Energy Scanner	1
Flight Pack	4
Frenzon Dispensor	1
Infra-visor D4	1
Jump Pack	1
Phase-field Generator	50
Rad Counter	1
Respirator D4	1
Suspensor	2
Targeter	2

CHAOS CHAMPION RECORD SHEET

This playsheet provides the player with a means of recording a Chaos Champion's progress along the Chaos Path as well as any gaming details that apply. Space is provided for noting specific rules which apply to the Champion, but players should refer to the main rules section of *Slaves to Darkness* or *The Lost and the Damned* for the full descriptions and rules.

CHAMPION .....

RACE .....

WEAPONS .....

.....

.....

.....

ARMOUR .....

CHAMPION'S PATRON .....

FEAR POINTS .....

WEAPONS COMBAT MODIFIERS .....

.....

.....

.....

ARMOUR SAVING THROW .....

MARK OF CHAOS .....

.....

.....

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
INITIAL PROFILE												
MODIFIERS												
CURRENT PROFILE												

CHAOS GIFTS

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CHAOS ATTRIBUTES

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MAGIC/PSIONIC LEVEL IF WIZARD CHAMPION

LEVEL 1 SPELLS .....

LEVEL 2 SPELLS .....

LEVEL 3 SPELLS .....

LEVEL 4 SPELLS .....

PATRON'S SPELLS .....

CHAMPION'S MOUNT	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
PROFILE												

CHAOS ATTRIBUTE/SPECIAL RULES

CHAOS WARBAND RECORD SHEET

The details of the Champion's retinue can be recorded on this sheet using the individual entry boxes for each unit or individual member of the warband. As individuals acquire their own distinctive attributes it will be necessary to amend details accordingly. It may be more convenient for players to make up their own lists to properly accomodate their needs. Some Warbands can become very large and complex, and it will require several sheets of paper to rcord all their details.

FOLLOWER/S

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP

WEAPONS ..... WEAPON COMBAT MODIFIERS .....

.....

ARMOUR ..... ARMOUR SAVING THROW .....

CHAOS GIFTS ..... CHAOS ATTRIBUTES .....

.....

SPECIAL RULES/NOTES

FOLLOWER/S

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP

WEAPONS ..... WEAPON COMBAT MODIFIERS .....

.....

ARMOUR ..... ARMOUR SAVING THROW .....

CHAOS GIFTS ..... CHAOS ATTRIBUTES .....

.....

SPECIAL RULES/NOTES

FOLLOWER/S

PROFILE	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP

WEAPONS ..... WEAPON COMBAT MODIFIERS .....

.....

ARMOUR ..... ARMOUR SAVING THROW .....

CHAOS GIFTS ..... CHAOS ATTRIBUTES .....

.....

SPECIAL RULES/NOTES

WARHAMMER™

This playsheet summarises all the most important rules in WFB - the rules which apply pretty much to all armies. Rules specific to special engines of war, troop types, and weapons are not included. Players who use an army regularly are advised to draw up their own supplementary playsheet summarising all the other rules which apply to their army. In any case - it's a good idea to familiarise yourself with the rules applying to unusual weapons or creatures before the game, as this will save much time and effort during play.

TURN SEQUENCE

1. MOVEMENT
2. SHOOTING
3. HAND-TO-HAND
4. RESERVES
5. MAGIC
6. RALLY

MOVEMENT

A unit is permitted one free simple manoeuvre during its movement or reserve phase. Any other manoeuvre must be preceded by a successful Ld test (2D6).

Simple manoeuvre	Complex Manoeuvre
Formation change (4 models)	Moving backwards at half rate
Turn of 90 or 180 degrees	Wheeling backwards at half rate
Wheel	Wheel from centre at half rate

RESERVES

Units may always make a reserve move unless one of the following applies.

1. The unit is engaged in hand-to-hand combat.
2. The unit is Routing or Pursuing.
3. The unit is within 4" of any routing troops.
4. The unit failed a manoeuvre test for a complex manoeuvre in its movement phase.
5. The unit is flying.
6. Vehicles, heavy chariots, engines.
7. The unit is on difficult ground.
8. Troops have fired crossbows, arquebus, or blunderbusses, in the shooting phase.

SHOOTING

TO HIT

BS	1	2	3	4	5	6	7	8	9	10
D6	6	5	4	3	2	1	0	-1	-2	-3

+1 Large Target - such as a wagon, building or anything greater than 10' tall

-1 Shooter Moved - if the shooter moved in his movement phase
-1 Rapidly Moving Target - a target which moved more than 6" in its reserve phase
-1 Firing at a Charging Enemy - if you are standing and firing against a charger
-1 Firing at over half your maximum range
-1 Target is behind soft cover - such as a hedge or wood
-2 Target is behind hard cover - such as a wall or building

SAVING THROW

Armour	Without Shield	With Shield	Mounted	Mounted with shield
None	None	6	6	5 or 6
Light	6	5 or 6	5 or 6	4, 5 or 6
Heavy	5 or 6	4, 5 or 6	4, 5 or 6	3, 4, 5 or

GENERALS AND STANDARDS

A unit whose leader is within 12" of the general may take any rout or rally tests on his characteristic value.

A unit within 12" of the Army Standard may retake a failed rout test. A routing unit within 12" may add +1 to its rally test.

HAND-TO-HAND

During hand to hand combat a model may make as many attacks as shown on its profile (if a close combat weapon is carried in each hand, then the model may make as many attacks as shown with each weapon. For example, if A=2 the model could make 4 attacks if it has a weapon in both hands).

Procedure

1. Attack in initiative order - all models in contact may fight
2. Roll to hit - routing models are hit automatically
3. Roll to damage
4. Determine amount of damage where appropriate
5. Make any permitted saves
6. Once all models engaged have fought establish results of combat

TO HIT

Compare the attacker's WS with the defender's WS to find the basic D6 roll needed to hit. A dice roll of a 1 is always a miss irrespective of any modifiers.

TO HIT
Defender's Weapon Skill

Attacker's Weapon Skill	1	2	3	4	5	6	7	8	9	10
1	5	5	6	6	+4	+4	+5	+5	+6	+6
2	4	5	5	6	6	+4	+4	+5	+5	+6
3	4	4	5	5	6	6	+4	+4	+5	+5
4	3	4	4	5	5	6	6	+4	+4	+5
5	3	3	4	4	5	5	6	6	+4	+4
6	2	3	3	4	4	5	5	6	6	+4
7	2	2	3	3	4	4	5	5	6	6
8	2	2	2	3	3	4	4	5	5	6
9	2	2	2	2	3	3	4	4	5	5
10	2	2	2	2	2	3	3	4	4	5

+1 Charging - bonus is lost if the charger changes formation during charge or attempts wheel in last 4"
+1 Following Up - if the unit won the previous round of combat
+1 Higher Ground - positioned on a higher slope, stair or rampart
-1 Defenders behind hedge, stakes, prepared defences, etc.

DAMAGE

Roll to determine if damage is caused. Compare the weapon's strength with the toughness of the target.

Target Toughness

Attacker's Strength	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	-	-	-	-	-	-
2	3	4	5	6	6	-	-	-	-	-
3	2	3	4	5	6	6	-	-	-	-
4	2	2	3	4	5	6	6	-	-	-
5	2	2	2	3	4	5	6	6	-	-
6	2	2	2	2	3	4	5	6	6	-
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

COMBAT RESULTS

Each side adds up the number of wounds inflicted on the enemy - wounds which have been saved are not counted, only those actually inflicted. Then add the following.

Charged that turn	+1
Followed up last turn	+1
Standard	+1
Army standard in 12"	+1
Each rank behind 1st	+1 (up to +3, must be at least 4 models engaged)

The side with the highest score is the winner.

Losing units must take a rout test if they have suffered 25% casualties or more to date. Unless they rout the losers are retreated 2". This is called a push back. Winners must follow up losers who have been pushed back and models are moved back into base contact. The winner may expand his formation by 4 models or wrap round as he follows up (see p132 of WFB).

ROUT TEST

Test if:

1. A unit has lost 25% of its original number and is beaten and pushed-back in hand to hand combat.
2. A unit suffers 25% or more of its current numerical strength to missile fire/magic during a single turn.

Roll 2D6 against Ld. If the score is equal to or less than the Ld the test is passed with no further effect. Otherwise the unit is routed. As soon as a unit routs it is turned directly away from its enemy and moved immediately at double pace away from them. The winning side strikes free hacks as the routers turn - attacks automatically hit.

ROUTERS

Routing units are moved at double rate towards the nearest table edge and may do nothing else. No penalties are imposed for manoeuvres. If they leave the table edge they are removed from play.

A routing unit may attempt to rally in its rally phase unless it has routed that turn. Routers may not rally if they are engaged in combat by pursuers or other enemy. Routers may not rally if nearer enemy than friends or within fear range of a fear causing monster.

PURSUERS

If all of a unit's hand-to-hand combat opponents rout they normally pursue. Pursuers follow the routers during the initial rout move, and strike a further free hack if still in contact at the end of it.

Subsequently pursuers move in the router's movement phase. Pursuers in contact with routers during the hand-to-hand combat phase strike further free hacks.

AVOID PURSUIT

Pursuers may test to avoid pursuing when their enemy first rout. Test against Ld - if successful the unit does not have to pursue and proceeds without further restriction.

Pursuers can also test to end a pursuit that is underway - this is done as the routers move in their movement phase. Take a 2D6 test against Ld - if this is passed the pursuit is ended and the unit immediately halts unformed.

STATUS OF PURSUERS

If pursuers do not move quickly enough to catch their routing enemy they move as far as they can and then halt unformed until the end of their following movement phase.

If pursuers wipe out routers then they also halt unformed until the end of their following movement phase.

If pursuers chase routers off table then they halt unformed at the table edge until the end of their following movement phase.

If pursuers are engaged by fresh enemy they immediately cease pursuit and fight normally - BUT - if pushed back in the first round of combat they are automatically routed.

1. It charges and fails to contact an enemy.
2. It attempts and fails a manoeuvre during a charge.
3. It charges and contacts an enemy formation at an angle of more than 22.5 degrees.
4. A unit ends pursuit of a routed enemy, or ceases to pursue because routing enemy are slain, leave the table edge, or move out of reach.

An unformed unit must spend its entire following movement phase stationary after which it is reformed. Alternatively it may retire remaining unformed. Unformed units receive all charges at the halt. Unformed units receive a penalty of -1 Ld, Int, Cl and WP. An unformed unit which is pushed back in hand-to-hand combat is routed. An unformed unit not pushed back in hand-to-hand combat reforms automatically.

FEAR

A 2D6 test is taken against the unit's cool if:

1. Wishing to charge a feared enemy - if this test is failed the unit spends the turn stationary.
2. Charged by feared enemy - if this test is failed the unit is routed.

A unit pushed back by enemy that it fears is automatically routed.

HATRED

A unit which hates an enemy within charge distance at the start if its movement phase must charge unless it successfully takes and passes a 2D6 test against its Cl.

A unit which hates an enemy unit within its missile range during the shooting phase must fire at it unless it successfully takes and passes a 2D6 test against its Cl.

A unit fighting a hated enemy in hand-to-hand combat may add +1 to all its to hit rolls and +1 to any rout test.

If a hated enemy routs the unit must always pursue and must continue to pursue until the enemy unit is either destroyed or leaves the table, or if the unit is charged by other enemy while pursuing.

PANIC

A unit must take a 2D6 panic test against its Cl if:

1. It is within 4" of friendly routers at the start of its turn.
2. It is within 12" of a friendly unit when it routs from hand to hand combat (+1 may be added to the unit's Cl if it outnumbers the routers by 4 to 1 or more).
3. It is charged in the side or rear - unless the unit has stomp attacks.
4. Character leaves the unit while it is engaged in combat.
5. It is charged while its formation is divided by a wall or hedge.

STUPIDITY

Troops who are stupid must take a 2D6 test against their Cl at the start of each of their turns. If this is failed then the unit strikes only half its total number of blows in hand-to-hand combat. If not engaged in combat the unit may not fire missiles or use magic, and moves in a random direction as described on p 74 of WFB.

ANIMOSITY

At the start of their turn, any unit which suffers from animosity must test if one or more units of animosity causing friends are within 12". Regardless of the number of units within 12", animosity is always worked out against the **nearest** unit that causes animosity - this is important as a good general will always ensure that the closest units are always those least likely to fall out. Animosity automatically ceases to apply if enemy troops are within 12" or within charge range of the unit itself (eg wolf riders have a charge of 18"). See p 205 of WFB for details. Roll a D6 for each unit working from one side edge. Deduct the unit leader's Ld bonus if he has one.

+1	Nearest animosity-causing friendly unit is in front of testers and within 12".
+1	Nearest animosity-causing friendly unit is of a different race to the testers and within 12".
+1	If there are no enemy in sight.
7+	Charge if within charge reach, otherwise move as close as possible and shoot if missile armed, otherwise exchange insults as for 6 below.
6	If missile armed move as close as possible or to within 1" and shoot. Otherwise move as close as possible or to within 1" and exchange insults. Neither unit may make any other movement that turn.
5-	No effect.

Units cease fighting immediately if enemy move within 12" or to within charge distance of one or both fighting units, or if hated enemy come in sight. Leader models do not fight. If a unit wins a round of hand to hand fighting it tests against its leader's Ld to end the fight. Units routed in animosity combat rally automatically in their rally phase.

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Realm of Chaos: The Lost and The Damned is the companion volume to Realm of Chaos: Slaves to Darkness. While possession of Slaves to Darkness is not necessary to use this volume, it is preferable for players to have access to both volumes.

Possession of *Warhammer Fantasy Battle* or *Warhammer 40, 000* is necessary to use the contents of this book.

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